Commodore NETWORK

THIRD BIRTHDAY ISSUE!

AUSTRALIA

June 1995

Vol 4 No 6

Supporting the Commodore range of 8 bit computers

Celebrating 3 years of Commodore 64/128 support.

- Expanding Horizons
- Surfing the Nets
- Venturing Inn
- Bits & Pieces
- CP/M Corner
- Letters Link
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NEWSWATCH

1581 DRIVES

Software Support International in the States is now selling 1581 drives (3.5") for U.S.$79.95 (approx $111 Australian). More importantly, though, for those that already own a 1581, they are now offering 1581 drive mechanisms, logic boards, and outer cases at the following prices:

Drive mechanisms:	**U.S.$29.95**	**($42.00 Aus.)**
Logic board:	**U.S.$14.95**	**($21.00 Aus.)**
Casing	**U.S.$9.95**	**($14.00 Aus.)**

CMD IN AUSTRALIA

With the apparent demise of Novo, Commodore Network is pleased to announce that we will NOT be without a local source for CMD products for long. A local business is trying to negotiate a distribution agreement, and we are being kept informed. Should this company fail to arrange something, C.N. will look in to handling CMD product lines. CMD has already indicated that they would like to deal with us further in future if something can be arranged.

LONG LIVE THE 64!

This was originally to be a snippet about a few new hardware releases that came to my attention, but soon expanded to such an extent that it's been put into an stand-alone article inside Network. I hope we can continue to bring you this "Update" column over future issues as there is certainly plenty going on in the world of Commodore 8-bit computing. In the mean-time, track down "Update" and read about what's new in Commodore 64/128 specific hardware and software.

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AUSTRALIA
Supporting the Commodore range of 8 bit computers

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Commodore NETWORK

To all subscribers:

Once more their have been problems with getting our truant Disk-Coverer disks ready for this issue, so I've decided that we will make the next issue of our disks a "double-header" with both disks #12 and #13 going out with the August issue of C.N.

This is to give both Bev and myself time to catch up and to better organise things after Bev's recent illness and house-shifting.

My apologies for the inconvenience to all.

Also, for the reasons stated above, we are still well behind with C.N.P.D. order. Bev will be trying to bring all up to date as quickly as possible, so please bear with her.

With thanks

Warren

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Editorial

Hello, and welcome to another month's editorial edification. Hopefully, this issue will be somewhat closer to being on time than last month's edition.

Commodore Network has now secured the rights to sell "The Write Stuff" and associated programs here in Australia. This excellent wordprocessing package will be available as from the next issue, and prices will be announced therein. We are also looking at around a dozen other software packages, including six European games, and three hardware items. What we decide to carry of these will depend, not the least, on what we think you would like made available. If you have a view on the type of software/hardware YOU would like to see made accessible locally, how about dropping me a line.

In any case, whether we decide to carry an item or not, full reviews will be done of each, and a place of purchase, with the approximate cost, will be published.

DIRECTIONS

Judging by our annual survey's results for 1995, the vast majority of our readers are happy with Commodore Network and its current direction. Everyone seems quite content with our "newsletter" or "newspaper" type format, and it seems that, content wise, we have catered for most people's demands. Despite all this, both Artie and myself continue to toy with new ideas, and to experiment with layout, design and content. What we do need, however, is continual feedback from YOU! We need to know what pleases or displeases, what's good and what's bad. Your say will help our publication grow in a direction that suits everyone.

One thing that we can always do with, are more articles. I would quite happily take C.N. out to 50 or 60 pages IF we had enough material of sufficient quality available on a REGULAR basis. There is a wealth of knowledge out there, it's just a matter of tapping in to it.

Disk-Coverer also seems to be widely accepted by the readership, although there is a growing number of people indicating a preference for a single disk to be issued. Certainly, this would be a lot easier for us at this end, but it does lack the versatility of catering for all interests as the present system does.

Once more, I would like to see more original material included on these disks, but, of course, we have to have it sent in to us. If you create your own software, or come across something new or unusual that you feel we may not have seen, send it in.

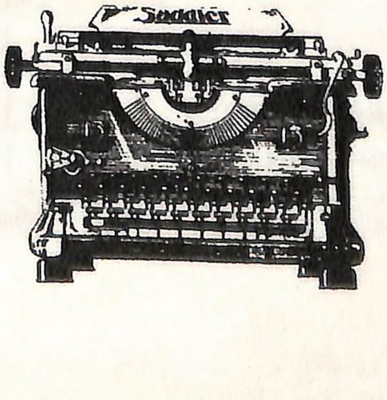
ENCOURAGEMENT

As of this issue, all authors of published articles in Commodore Network, or programs carried on Disk-Coverer, will receive an extra issue of C.N. added to their subscription.

Those who submit P.D. from other sources will have their disks replaced with disks of P.D. (they may stipulate any areas of particular interest). Please note that it may be best to send a listing of your files first if intending to submit a number of P.D. disks (say five or more). P.D. programs and written articles can be submitted via the post or by uploading your files to GeoZ (03) 9803 6498 or Fishbowl (08) 277 1361 BBS's. If uploading, please ensure that you leave an accompanying message to me so that I can ensure a response is made (if required) and the correct person is credited.

Warren

Warren Naismith - Editor



GEOSgenie

Jane Voskamp-Jones

SmartMouse

If you have never used a Mouse before, and you are still using only a Joystick with GEOS, then you are really missing out on the best of what is on offer. I know, I know, getting a Mouse means having a mouse pad, and having to move aside your keyboard to make room. It's too much hassle !. Look, get a life, I have heard all these excuses before, and I am here to tell you yet again, it doesn't matter. Once you have tried a Mouse with GEOS, you will CURSE using a Joystick with it, believe me, I know !. I started GEOS life using a joystick {groan}, and then a SunCOM Icontroller {not so much, but still a groan}.

But in recent times, a good Mouse is hard to find. Initially we only had a C1350, which was basically a Joystick in Mouse clothing. Then came the C1351, a fully proportional, true Mouse for the Commodore and GEOS. Then, other brands came along, such as the Winner M3 {C1351 compatible}, and others. But no one is making these products anymore !. So what do you do now, if you are still Mouse-less, or your current Mouse becomes irreparable {or blind in 'one eye' like one of mine did} ?. There is good news, one company is still producing devices for the Commodore users. Who do we call ?, CMD of course !. This month, we Review the SmartMouse from Creative Micro Design USA.

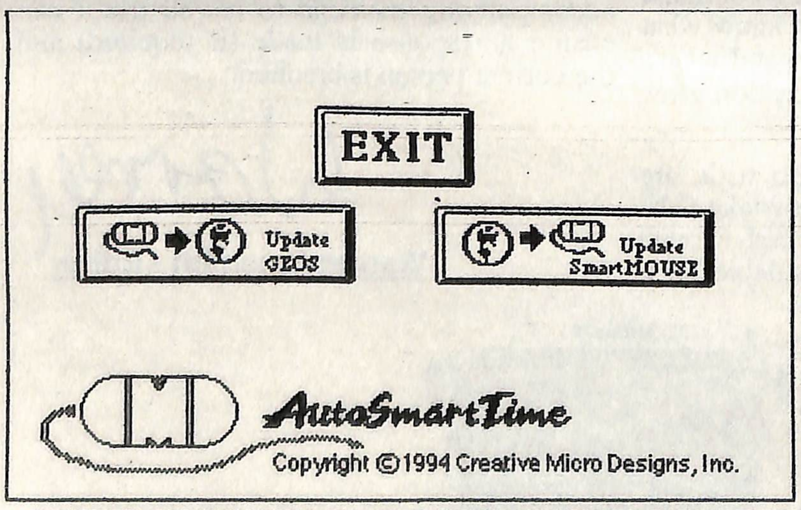
Having used the C1351 and an M3, I can vouch that the SmartMouse is better than the other brands. Yes, you get much more for your money than just mousiness {is that a word} !. I would have to say that among Mouses for the Commodore, the SmartMouse is unique. It has additional features to go along with all that Mouse speed !.

The SmartMouse {SM} has a neat compact design, being slightly smaller than the other brands, and easy to fit in the hand. The SM has three buttons arranged flush with the casing, across the upper third of the device. The ball glides effortlessly as you move the mouse to direct the pointer across the screen. Why three buttons ?. This is where the SM begins to show why it is unique. Using the drivers provided, the left button operates on a single click for menu selection, the right button operates a double-click to run Applications, the centre button operates at triple speed, or Turbo Mode !. This is a blinding flash of speed, so to speak. The pointer literally flies across the screen saving you from having to reposition the mouse when moving the pointer long distances. This is almost too fast to see. But believe me, the SM is already fast anyway.

The SM uniqueness does not end with the buttons. It also comes equipped with a built-in battery-backed real-time clock {RTC}. This gives GEOS users the chance to have the time and date clock set automatically during boot up. The mouse drivers, SmartMouse64 and SmartMouse128, along with AutoSmartTime, the Auto-Exec RTC program, are written by Maurice Randall {of geoMorph fame}. No surprise then that this mouse is excellent. The drivers access the extra capabilities of the SM giving the user a whole new aspect of mouse use.

A convenient twenty page booklet and driver disk are provided. The booklet provides adequate information for the new user, along with detailed programming information for the more experienced. There is also a guide for left-handed operation modification for technicians. And, just in case you want to revert to Joystick mode {I can't think why}, instructions are also provided for you.

The RTC can be set from BASIC by running the 40/80 column 64/128 program provided, or it can be set direct from GEOS after setting the clock from deskTop. I actually set the clock using the BASIC program before booting GEOS, but of course, the clock was not read by GEOS until the Auto-Exec program, AutoSmartTime was



run like an Application from deskTop. To set the RTC from deskTop, first set your clock, then run AutoSmartTime and a DBox is displayed with three gadgets. Click on the one at right, to Update SM and it is done. Click on Exit to get back to deskTop. When Auto-Exec during Booting, the program simply displays a DBox letting you know that the RTC has been read.

Once I was in GEOS, it was simply a matter of installing the SmartMouse128 {or 64} driver to access the new facilities of the buttons. Until I had installed the new driver, the SM behaved just the same as my old 1351. Next, I simply placed the Auto-Exec program on my Boot disk after Configure, along with the new driver in place of my 1351 driver, to have it all activate for me the very next time that I Booted up. I powered off and Booted up again just so that I could watch real 'poetry in motion'. It was all so easy. It took longer to read the twenty pages than it did to actually install everything. Aahh ! This is living the GEOS way. Thank you CMD.

It is more than just a SmartMouse, it is a BrilliantMouse !. You think I'm impressed, just wait until you get yourself one, then you will understand what 'impressed' really is !. If you are a GEOS user and you don't yet have a Mouse, or your current one is slowing down, then the SmartMouse is definitely for you. You NEED it, and your GEOSing will never look back, except to say that you should have bought it sooner !. And you will know that you have supported one of the last great companies supporting Commodore and GEOS users.

Small Problem Though

There is only one tiny little problem that I could find. Occasionally, after exiting GEOS and using some other program for a while {usually The Write Stuff}, on re-booting GEOS, the clock would be off by some five minutes or more. The SmartMouse had remained connected to Port One the whole time, but I might have been out of GEOS itself for a couple of days {yes, I do suffer withdrawal symptoms, and immediately start thinking 'what else can I create to give me a reason to get me back in it' again}. Of course, it is simple enough to update the deskTop clock manually, and then double-click on AutoSmartTime and select the update SmartMouse gadget. After thinking about this for a while, I wondered whether it could be our countries' {Australia} use of the 50Hz supply, and that the SM is designed to be timed to the US 60Hz supply. But the upshot of it is, that I don't really know, and it doesn't matter that much anyhow, not in the whole scheme of things !.

The SmartMouse is available DIRECT from Creative Micro Designs Inc PO Box 646 East Longmeadow MA 01028 USA for US$49:95 plus S]H US$25:00. {Distributors of CMD Products have advised that they are not carrying the SmartMouse}. Enquire further for price and shipping details. [Allow for conversion rates and bank charges]. Depending on the exchange rate you are looking at around A$90 to A$100.

Readers Three Wishes And All That

From Michael D Pearson of Warwickshire UK, "I have just managed a quick dash home [from a country job posting] .. and .. had to grab a few minutes {so forgive the brevity} to drop you a line.

You will be pleased to know that your column continues to intrigue / inform / entertain / amuse me. There ...... not a bad combination, eh ?. It really is first class, and I avidly look for it each time I get a chance to see my mail and there is a copy of CN there. Anyway Jane, the main reason for writing was to wish you all the best ...".

Gg. Thanks very much Michael, I appreciate your taking the time and trouble to squeeze off a quick letter. You've got me wondering now, what did I do !!. I thought I was talking about GEOS {grin}. Really, I am just grateful that you are enjoying the column and {may it please Warren} then we will continue.

[Gg. To Peter J McGuinn of Christchurch NZ] I like your disk of graphics very much. What I would like to know Peter, is how have you drawn your graphics ?. If I want a picture larger than the normal geoPaint drawing window, I draw it freehand and then scan it in {of course that only works if one has a scanner}. So, what do you do to achieve such large clear pictures ?, it must take you ages, making your geoPaint pages real works of art !. My way seems to be cheating in comparison. Just remember that anything you say, can and probably will be, used to benefit other GEOS users via [the] column.

From Peter J McGuinn of Christchurch NZ, "I have enclosed a disk with an example of how I get the drawings [that I do] from paper to geoPaint. [I] found it a bit hard to write about, but hope you understand what I have done. Also have sent some more drawings, Peter [Hunt - CN GEOS Disk Editor] will [already] have some of the files, but not the Santa file as it's not a complete file yet {sneak preview}.

In regards to a larger drawing, I just add one [Graph] Page to another. [I] have enclosed the top half of [the] 'Bambi' drawing as an example. As you can see, I had to use [more than] two sheets of graph paper, not like in the 'Jiminy Cricket' picture where I used only one. I wish I had a scanner some times, still maybe one day. I don't think it's cheating using a scanner, just a quicker way of obtaining graphics for other GEOS users to use. Have any other [GEOS users] given you other ideas [or methods] ?. Anyway, keep up the good work".

Gg. Thanks Peter. I really appreciate what you have sent me, and I am looking forward to using it later in the year. It will especially show other users how to create with geoPaint by lateral thinking. The limit is their imagination, or lack of it. It is amazing how many users just do not realise this. And, so far, no-one else has sent me their original ideas for getting graphics into geoPaint. Maybe they will now !.

From Ted Woodwell of Garran ACT, "Over the last years since the collapse of Commodore I have frequented trash & treasure sales on Sunday mornings in Canberra, and picked up several 128's and 64's for a song. These mostly came with a box of disks and some manuals. I have resold the workable computers and kept a good one for a spare. As

I am not much interested in games, especially the joystick wrecking type, I have just reformatted the disks or put them up in my garage with a fast growing heap of Commodore computer junk. ... Since I bought the 1581, which I imported from the States without a power pack, and purchased a 1541 II [power] pack here to run it. I have been slowly converting any programs I use to the 1581 [3 1/2"] small disks. Maverick [v4.3] has a program called Make128Boot, which works very well in converting GEOS to the 1581. You have to have the original installed disk to make it work. ... Since I got started on Perfect Print [GEOS LQ] I started using geoWrite quite a bit and find it quite comfortable that I am now using it almost exclusively. ... As I said in an earlier letter, I thoroughly enjoy your articles and feel that through them, I know a little of you. Once again, best wishes to you and I look forward to ... continuing to enjoy those articles".

Gg. Thank you Ted, your encouragement helps my resolve to continue for as long as possible, in spite of problems that crop up. Your experience with trash & treasure sales is a good pointer to many users who think that they are isolated and too far from any Commodore happenings. I myself have picked up some spare Commodores, and original software, that I now call essential to my working time. The Commodore IS out there readers, you just have to LOOK for it, but NOT in the shops !.

From Lance Bosanquet of McGraths Hill NSW, "My thanks for your [response - Jan95] re my queries on the REU and accessing more memory, you are always so thorough with your explanations, I appreciate it immensely. Now back to the REU. ... I read a three part series on the REU upgrade published in the GEONEWS over 1994, along with finding a PD geoPaint file 'Beyond512KPlans'. Being a watch & clock repairer, the more I read and studied the information, the clearer it became, so I decided to DO AN UPGRADE. Apart from a couple of discrepancies over the IC's positions, I completed and checked and re-checked the soldering, and then ran the test program over and over until the two new [RAM] banks tested okay. All in all a very pleasing and challenging project, considering I was playing with an object that would be expensive to replace, [it was] nerve wracking as well.

My REU [is] now running under gateWay {without Switcher loaded} and registers 952K on RAMdisk, I have loaded 857K of files and have 95K free work space, not a bad effort for approximately 36 hours work and monetary outlay of possibly $60, the RAM chips were second hand, all other parts were new. For those people who may be considering the Upgrade, my suggestion is read all the notes, it is not as difficult as it first appears. To quote Stan Brehaut [series author] words *'You don't have to be a great solderer, you DO have to be CAREFUL and NEAT'*. It is becoming hard to find people to do these things and while there are new items coming out all the time, such as the new FLASH8 Speeder, they are still expensive. By the way, is FLASH8 battery backed, seems a shame to have a Meg of memory that isn't. *[The above text was edited for brevity - Gg]*

Gg. I am glad that you had success with your REU expansion project Lance. I am not sure that I could be so bold. The nerve wracking bit is the part that I cannot face to be truthful. 952K in a RAM unit, astonishingly mega !. Congratulations to you are definitely warranted. The FLASH8 speeder cartridge, 8Mhz with 256Kb or 1Mb on board RAM, for the C64 !. From what I can see, alone it is not battery backed. But it seems that it will work with a BBGRam, which provides the battery backup. It is all going to cost money though, something that we don't have much of !.

Question : Why is Gg calling this cartridge a FLASH8 speeder, when Warren our esteemed Editor, has called it a Fast8 in the CN Oct94, and a FLASH8 in the CN Mar95, but advertises a Fast8 in Mar95 {pg 23} ?. From what I can read on the advertising blurbs from PP Europe, the unit is actually called a FLASH8 !, or my alternative answer, how should I know {grin}!.

From Vic Majury of Banora Point NSW, "I have two brief questions re GEOS. Q1. When attempting to read GEOS disks I often get the message 'Disk Full' and I have to move the file to another disk before I can read it. It does not necessarily happen to every file on that particular disk. Is there an easy way to overcome the problem without moving files ?.

Q2. Often, when loading or attempting to read a file which requires geoWrite, I get the message to 'reinsert the version of geoWrite which was used to write the document'. What is the easiest and quickest way to get [rid of] the message ?. Thanks".

Gg. Well Vic, lets see...

A1. Although you have not specified either your equipment or the version of GEOS you are using, there are some assumptions we can make because of your problem a} you are using GEOS64, probably v1.2 or v1.3, on a C64 b} you are using a single C1541 drive as device eight. There is nothing psychic going on here, it is just a little obvious in this case. A single C1541 disk has only 165K free on a blank GEOS formatted disk. After setting up a Work disk with deskTop, geoWrite, Text Manager, Photo Manager, Fonts, Printer drivers, the disk space to work on a Data file is now very restricted. You need to leave at least 15K to 20K {60 to 80BL} Free on a Work disk to allow geoWrite and Desk Accessories room to place their Swap files or Scraps. In fact, you won't be allowed to work on the disk if it does not have this much room. You have already seen the Dialog Box that geoWrite puts up in this situation. Organisation of your Work disks is the key to overcoming your problem, think ahead to your needs at hand, otherwise in this situation, you ARE going to be moving files. Of course, a second C1541 would be handy too !. For more information on correctly organising your Work Disks, refer to the section 'GEOS Work Disks' in 'The World of GEOS HandBook I' {**}.

A2. WrongIsWrite will solve this problem for you. Since you are obviously using either GEOS v1.2 or v1.3, neither version's geoWrite will be able to open a Data file written in v2.0 or v2.1. You are not alone there, many geoWrite users have the need to revert v2.1 geoWrite files to a lesser version to use with their geoWrite Application version. So therefore you will have to revert your v2.1 document to a lesser version, using the GEOS program WrongIsWrite, to enable you to read it with your version. Of course, purchasing GEOSv2.0 can clear this up for you as well !, actually moving up to v2.0 is recommended anyway, and the geoWrite packaged in it is v2.1. Refer back to the CN Mar95 column for an update on WrongIsWrite, or refer to the section 'More to Write' in 'The World of GEOS HandBook III'.

From Rick Coleman of Wyoming USA, "My observations of the Internet : There is a ton of stuff out there but it is difficult to locate. With 2 million+ computers and no organisation, you can spend a lot of time searching. I find GEnie much easier to use. Re DualTop. I asked James Robbins [Mar95 column] about the status of DualTop, and he said that he has sold it to John Brown of PARSEC Inc, Salem MA USA. James also said that he sent a letter to you regarding this. Hope this helps in the info department".

Gg. Thanks for your help Rick. Unfortunately for me, James Robbins letter never arrived here, but at least we now know the situation regarding DualTop128/64 v3.0. Trying to buy it from PARSEC could be like getting your teeth pulled though, since John Brown often leaves 11 months between replying to correspondence !. Oh well. You can still try your luck readers, if v2.5 gets you interested enough.

Next month, we Review GeoDate and Calendar 1995 by Michael D Pearson UK, and distributed in Australia by Malcolm Brumaley SA. Until then, happy GEOSing.

Send in your comments, or great-GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA{Business}E and I will write you back. Special thanks to Rick Coleman {Photo Mover fame}, our USA GEnie BBS correspondent for your continued support, and to Michael Renz {Performance Peripherals Europe}, our German correspondent, for your continued support.

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{**} The World of GEOS HandBook Series {I, II, III}, are currently available from JMV Grafix

JMV Grafix

The Handbook of Commodore Disks	$15
The Handbook of Commodore 128	$15
The Handbook of Commodore 64	$15
World of Geos Handbook	$15
World of Geos Handbook II	$15
World of Geos Handbook III	$15
Geos in Review	$10

Prices include Postage and Handling within Australia, and are quoted in $A. Overseas orders please add $A5.00

JMV Grafix
PO Box 635, Blair Athol,
South Australia, 5084

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and Disk

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HandBook II ©

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HandBook III ©

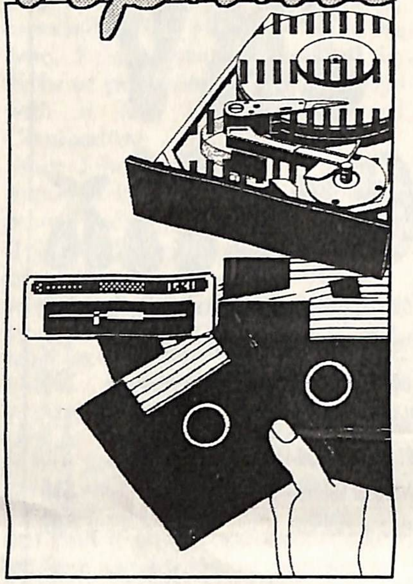
The HandBooks are available folded and saddle bound to A4 size, for AUD$15:00 each* {includes P&H}, from

JMV Grafix
P.O. Box 635
Blair Athol
South Australia 5084

Cheques Payable to Jane M. Jones *Overseas Orders add AUD$5:00

Update

Warren Naismith



Believe it or not, this originally started out as a snippet for News Watch, but the more I researched, the more I found. If anyone says to you that the 64 is dead, just snicker and turn away - they obviously don't know what they are talking about!

I will try and make this a regular occurance within our pages in future - a sort of "mini-reviews" column for all the latest software and hardware. Many of the people distributing what we have listed below are being contacted by me, and we hope to at least bring full-featured reviews of most over coming issues. Many will also be approached re their interest in being distributed here in Australia and New Zealand, and I will keep you all informed of any future happenings in this regard. In the meantime, if you can't wait, I have listed contact addresses where known and their costs in the currency of the home country concerned, also where known. Because of the volatility of the Australian dollar at the moment, and because we have so many overseas readers, I feel this is the best way to go. The business section of your morning paper will tell you of the current exchange rates of most major currencies. Most companies will also require additional funds for shipping and handling, and this will vary, so it may pay to contact them first before sending off money.

INTERNATIONAL HARDWARE UPDATE

GeoKeys - interfaces a PC AT compatible keyboard to your Commodore via a ribbon cable connected to the user port. Once correctly installed in to GEOS, this automatically becomes the default keyboard. The software allows you to view and change keyboard settings at will. Some bugs have been reported, but these are being worked on, and it will only work with GEOS at present.

Available from:

GEOS Users Group
Xantener Str. 40
D-46286 Dorsten
Germany
cost: DM 130.00

Screensaver Deluxe - a chip to insert in the empty socket of your 128, this program will automatically blank your screen after a set time in 40 column mode, or display one of two user-selectable IPaint or BASIC-8 pictures in 80-column mode. these are displayed for the pre-set time, and then the video switches back to the original screen. This cycle continues until a keypress is detected, and operation continues as normal.

Available from:

Henry Sopko
2705 King Street East #212
Hamilton
Ontario
Canada
L8K-1Y4
cost: $24.95 Canadian

GeoCable II - Attaches your 64 or 128 to a Centronics printer via the user port with the added advantage of a pass-through port for your modem or whatever else you wish to connect here. Available from:

CMD.
P.O. Box 646
East Longmeadow
Massachussetts
01028
U.S.A.
Ph: 1 413 525 0023
cost: U.S.$29.00 (6 ft.), U.S.$34.00 (15ft.)

Cartridge Port Expanders - Two new ones from CMD have recently hit the market. The EX-3 and the EX2+1. The EX-3 is a three VERTICAL slot expander (i.e. the three cartridges plug in from the top). All three cartridges can be plugged in at any one time, and can be switched in/out as required. The EX-2+1 differs only in that TWO cartridges can be plugged in from the top, whilst a third is inserted at the back and horizontally (sounds better than "in the rear"!).

Available from:

CMD
see above for details
cost: EX-3 - U.S.$34.95, EX-2+1 - U.S.$39.95

CMD Game Pad - Similar to the Sega games controller, and ideal for those mad gamers out there. We'll work on getting one of these for our gaming guru, Andrew Gormly to review.

Available from:

CMD
particulars as above
cost: U.S.$24.95

Digital Genlock - Takes a digital video signal and transforms it into an analogue video signal. Attaches a video camera or recorder to your computer, and offers use of any of four colours for titling or scroll text. Intensity of each colour is fully adjustable tosomething like 184 colour tones, and a mix mode allows for the creation of some truely spectacular effects.

Available from:

Skanntronic
sorry, no address as yet!
cost: about U.S.$550.00

Genbox - A smaller version of the above without the expandability of

Genlock. Recommended for the more advanced user.

Available from:
Skanntronic
cost: approx. U.S.$350.00

Videoprofi - A cartridge capable of generating letters and colour scrolling (horizontal/vertical), either alone or in conjunction with Genlock.

Available from:
Skanntronic
cost: approx. U.S.$160.00

Videofox 2 - Combines text and graphics to produce blending and scrolling text effects that will astound you!

Available from:
Skanntronic
cost: approx. U.S.$86

All the above items from Skanntronic are designed for the PAL system (Australia/New Zealand/Europe). As of writing there is no equivalent for NTSC users (North America).

Big-D kits - Three kits which enable the not-so-experienced user to change various aspects of their 128-D. Kit #1 allows the change of device number for the internal disk drive from 8 to 9, and also allows a drive reset to be performed from the front panel. Kit #2 changes the drive between devices 8, 9, 10, or 11, and also offers the same reset option. The third kit, Kit #3, allows you to move the drives power switch to the front. Apparently, the instructions are clear and concise, and each project is in the not-too-hard basket, though some soldering seems to be needed.

Available from:

L. L. Pankey
1712 Santa Margarita Dr.
Fallbrook
California
92028-1641
U.S.A.
cost: Kit #1 - U.S.$21.00, Kit #2 - U.S.$25.00, Kit #3 - U.S.$10.00

INTERNATIONAL SOFTWARE UPDATE

Mover v3.0 - A collection by Rick Coleman which includes updated versions of the GEOS favourites, Photo Mover and Text Mover in both 40 (C64 and C128) and 80 column (128) modes. Photo Mover v3.0 offers enhanced features such as text scrap capability, the CUT function, will work with both version 1.0 and version 2.1 albums, and can access up to four drives. "Hot keys" for the cut and move functions are supported. Photo Mover is also ideal as an album viewer because of the speed with which it allows the user to move through album pages. Text Mover v3.0 operates similarly, and once more, two versions are supplied (40 and 80 column).

Available from:
Rick Coleman
P.O. Box 44
Sheridan
Wyoming
82801
U.S.A.
cost: U.S.$15.00

The Compleat Programmer - A Loadstar collection that hasn't hit the streets yet (at time of writing). This will have just about everything that the budding programmer needs, including sprite, character, and text editors, extended BASIC versions, assemblers, etc, etc. Hopefully this will be available within Australia from:

JDB Software
P.O. Box 244
Warilla
N.S.W. 2528
Failing that, Loadstar's address is:
Softdisk Publishing
P.O. Box 30008
Shreveport
Louisiana
71130-0008
U.S.A.
Ph: 1 318 221 8718
cost: should be around U.S. $20.00

Heavenbound - Colourful platform game from England. C.N. may have an announcement soon regarding local availability. For the present available from:

The Electric Boys Entertainment
917B Brighton Rd.
Purley
Surrey
CR8 2BP
England
Ph: 44 81 668 7595
cost: no price is presently available.

Lions of the Universe - Space shoot-em-up in the grand old style.

Available from:
The Basement Boys Entertainment as above

Lottoman v2.0/Lottoman II - A sophisticated database and an analyzer system for lottoholics. Helps in the choice of lotto numbers using a logical and realistic approach. I just can't figure out why, if it's that good, they need to sell it to make money? anyhow, here are the particulars:

Available from:
Lottoman
P.O. Box 44
New Millport
Pennsylvania
16861
U.S.A.
cost: U.S.$19.95 each (two programs).

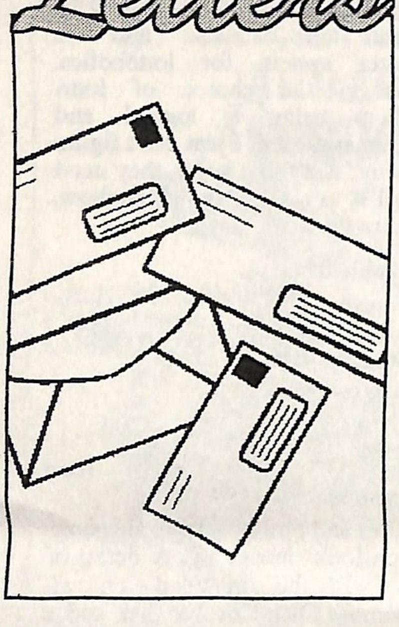
Riddles and Stones - A puzzle game which looks *intriguing*. A demo of this will be included on an upcoming Disk-Coverer disk and a review is under way. Supports one or two players, with 100 puzzles for single players, or 50 for dual player games. Some very nice graphics included with this one, and you can even edit your own levels to create your own conundrums.

Available from:
Rene Lerch
Dritte Wendung 9
D-23970 Wismar
Germany
Ph: 03841 206456
cost: until July 31st - DM25.00 including shipping/handling
after July 31st - DM45.00 including shipping/handling

Super Pogo Stick - A sequal to Pogo Stick, in this game you must fix all the loose bricks on the screen within a limited time-frame. to achieve this, you hop (bounce?) your way around some twenty-five different mazes, avoiding all sorts of naughty nasties.

Available from:
Yanney Software
P.O. Box 224
Lebanon
Pennsylvania
17042-0224
U.S.A.
cost: U.S.$14.95 outside the U.S. and Canada. U.S.$11.95 within those countries.

Impressed? Well there's a lot more around that a) I don't know about, or b) I can't tell you about (yet!). So hang on to your hats until you see the next installment of "Update".



June is here, and with it, the first taste of Antipodean (is that supposed to be capitalised?) winter. Thank God for good heaters these late, cold, cold nights.

Enough of that, let's look at what you good people have to say this month.

SELLING MY PROGRAM

To start off with an international flavour this month, Narindrinath Lal of Kanpur in India writes:

I have had a Commodore 64 for several years and over the past few have been busy designing and programming my own arcade game. I have put many hours in to its creation, and now feel it is time to make it public. Does Commodore Network buy programs, and if not, can you recommend someone to which to a) sell the rights to, or b) arrange distributorship through.

Failing this, how would I go about marketing my own creation?

The first thing you must realise, Narindrinath, is that no one is going to get rich dealing in Commodore software any more. That's not to say that money can't be made, just that it is far more difficult to do so than in the heyday of Commodore 8-bit computing. There are still many thousands of users out there, all screaming for good, affordable software.

That being said, there are a number of software companies still producing and selling Commodore 64 games. Most of these however, are in Europe, though there are a couple in the States as well. Most of these companies are pretty strict in their requirements, so don't be surprised if they require re-writes or alterations of some sort before accepting your program. You will also lose any control you may have had over pricing, packaging, and the like. The upside of doing a deal with one of these companies, however, is that they do offer the biggest potential for market penetration, having firmly established marketing outlets.

Another option is selling the rights for distributing your program to a magazine like LoadStar or the German 64'er magazine. Once again there may be certain requirements demanded by the publisher concerned, most obvious being the requirement of exclusive rights (you won't be able to sell to any-one else). Once an agreement has been arranged, this is a quick and trouble-free transaction, with all payments made up-front.

In either of the above cases, you are guaranteed at least some income from your work should it be accepted.

Commodore Network WILL sell your creation for you through our merchandising, but we do not buy the rights to software, we merely act as a distributor. Our merchandising arm was set up to serve three principal uses:

a) to raise extra funding for C.N.

b) to make available items otherwise unavailable in Australia (or other country of operation).

c) to promote and encourage programmers to create new software and/or hardware by allowing them an avenue through which to sell their product/s.

The "split" would very much depend on what each party would be supplying. For instance, if you were supplying the software and documentation complete and as a package for each distribution, your share would be greater than, say, if you were just supplying a master and we were reproducing from there, supplying disk, labelling, and documentation as needed.

If the decision is to distribute through us, we take care of promoting the product, can and will create laser-printed labelling and documentation (including the actual text and layout of each document) as required, and will arrange distribution through our affiliates (N.Z. and U.S. - others to follow, we hope!) with the programmer's permission (some people prefer to maintain sole distribution within certain areas).

C.N.'s charter to "promote and encourage programmers to create new software" does not end with trying to talk them in to selling through C.N. We merely offer this as an alternative. I have forwarded a listing of names and addresses which you may find are worthy of contacting with regards to selling your product.

If none of these proves beneficial, and marketing through C.N. seems unappealing, it may be worth considering going it alone. In this instance C.N. would be pleased to review your game (which we are only too glad to do anyway!) and/or to distribute a demo version (if available) on Disk-Coverer. We can and will also make arrangements for distribution through our many contacts world-wide on your behalf. Naturally enough, we are always only too glad to offer as much assistance, advice, and information as we can at any time. All any programmer need do is ask (and we don't charge for it, nor do we expect an ad placement (though we would be quite happy to accommodate you in that regard)! We just want to see those new programs out there for all to enjoy!).

MAYDAY!

From Bendigo in Central Victoria, and Ian Samson writes:

What's happened to May's C.N.? Has my favourite Commodore publication bitten the dust?

Not quite, Ian, just Gremlins working overtime. Unfortunately, my "on-line" computer went down, thus meaning that text for the May magazine could not be "uploaded" to Artie via the telephone lines. I wasted a couple of weeks trying to rectify matters and then decided (finally!) to send a disk with the required data to Artie. Naturally enough, just when things were running horrendously late, more s--t hit the fan, when it was discovered that several files had somehow corrupted. Another disk sent, another few days wasted!

And that's not the end of it, as you all know. No Disk-Coverer either! Ah, well, hopefully your disk is in this issue! (and hopefully Bev's a little better).

PROGRAM BYTES

Terry March of Sydney writes in with this query:

I was wondering if there is an easy way of calculating the bytes used within a Commodore program from the number of "blocks" displayed in the disk directory.

To arrive at an estimate, divide the number of blocks by four. This will give you the number of KILOBYTES used. To produce a result in BYTES, multiply the Kilobytes by 254.

By way of explanation for this procedure, each sector on a Commodore disk holds 256 bytes, of which two are required for the computer's use. The remainder (254) is actual program data. Because a Kilobyte is the equivalent to 1024 bytes of memory (4 X 256), and a block is the equal of a "sector", we divide our number of blocks by four. Now, our program only uses 254 bytes of each sector for its data (remember, two bytes are used by the computer), so, to get a result in bytes, we multiply by 254, not 256.

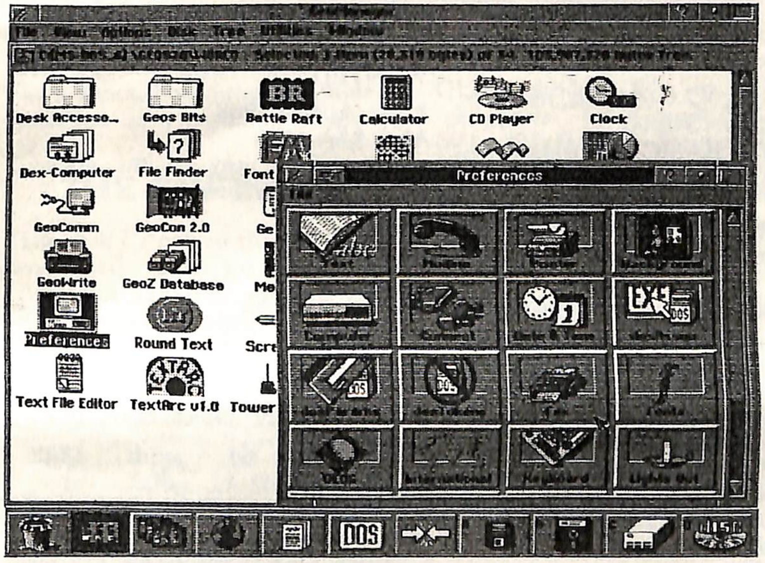
TRAVEL WORRIES

Up in sunny Queensland, and Tim Arthur writes:

I am travelling abroad in the near future and wish to take along some of my software. I have been told that the X-ray devices used in airports, altitude, etc., may adversely affect my disks, and I was wondering if this is true?

X-ray devices prove to be of very little concern, but you should try and avoid the magnetic fields from strong magnets, electric motors, and the like. As for altitude, well, in itself, there should be no problem, but it must be realised that, if diskettes are to travel in a cargo hold, temperature extremes could be such as to cause damage. for that reason I would recommend that any software carried should be held in your hand luggage and kept with you in the cabin during flight. That way, if it does suffer temperature extremes, I'm sure it will be the least of your worries! (grin).

Why should your C64/128 have all the fun?



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Tel: 018-58-15-58

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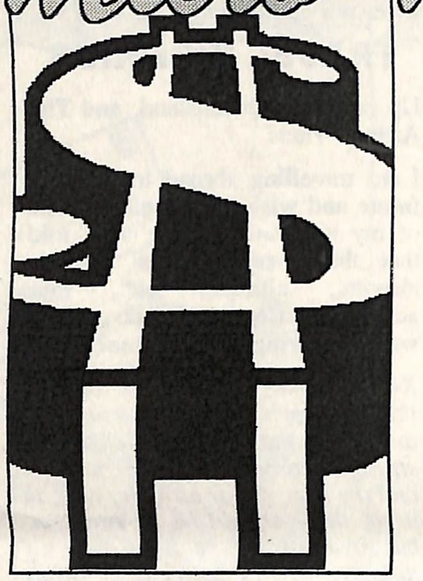

FOR SALE

Commodore 128D (inbuilt 1571)
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Heaps of disks
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CONTACT:

Robert Lord
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Wodonga
Vic. 3690
Ph: (060) 59 1469

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CONTACT:

Alex Przybylski
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Aberfoyle Park
S.A. 5159
Ph: (08) 370 5850

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Commodore 64
Excellerator Plus Disk drive
1531 Datasette
1520 Printer Plotter
2 Paddles
All the above for - $110.00
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CONTACT:

Alastair Hay
Ph: (09) 291-7832

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These ads run for a maximum of three issues.

The CD Games Pack - Complete kit to connect to any standard Compact Disk player to your C64. CD containing 30 games included. Still sealedin original packaging. $60.00 including post/packing.

CONTACT

Hills 64 Group
P.O.Box 537
Cockatoo
Vic. 3781
payment should be made to Ivan Blitz

FOR SALE

GEOS 128, V2.0 (4 disks, manuals, etc.) as new - $40.00
SIMON'S BASIC (cartridge and manual), original box, as new - $25.00
EPYX FASTLOAD (cartridge and docs) in original box, as new - $30.00
COMMODORE FORMAT, magazines and cover tapes. No's #1 - #18 + issue #20 (19 magazines, 20 tapes) - $60.00
Prices include post and packing.

CONTACT:

Ron Daniels
2/1 Dennis Place
Victor Harbor
S.A. 5211

WANTED

Multiplan 128 (with/without docs)

CONTACT

Ernie Taylor
2 Peach Grove
Laurieton
N.S.W. 2443
Ph: (065) 59 8041

WANTED

Compute! Gazette - all of 1985 issues
" " " " - all of 1986 issues
" " " " - Jan, Feb, Mar, June, July 1987
" " " " - June 1988
A decompiler for PETSPEED
The Smart 64 Terminal, program and manual
Repair manual for 1541
Repair manual for 1541 II
Repair manual for 1230 printer

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Ahoy, August 1988
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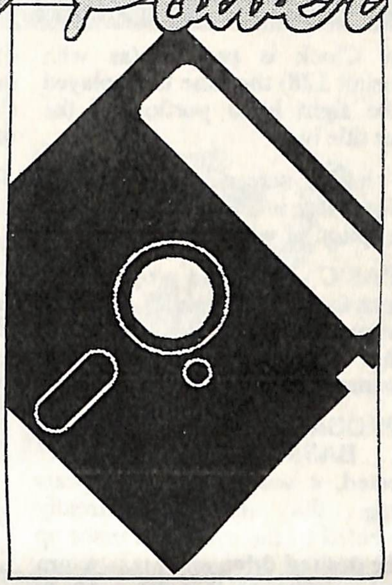
CONTACT

James Lyon
Telephone (03) 9547-2040, ask for Jim.

Warren Naismith

AUTOSTART 128/FILEMANAGER



Some time ago I read an article in CMD's Commodore World magazine regarding a couple of programs that had been produced in Austria. Both were designed to assist users of RAMLink get the best from their systems, and since I use RAMLink, I thought I'd contact the authors concerned for more information since the said article was just a little short on in-depth information. As a result, both programmers concerned were kind enough to forward their work for my evaluation and, of course, for me to review in Commodore Network. In this month's P.D. Power, I look at a suit of programs by Alexander Fusi of Vienna. These are shareware, and as such, have been included on the magazine side of Disk-Coverer #12. As with all shareware carried on Disk-Coverer, if you find the software of use, then please support the author. More of this at the end of the article.

Both Autostart 128 and Filemanager were written to be integrated into the auto start function of RAMLink in order to be instantly available upon power-up. Both are, essentially, front-end programs allowing the user easy access to files stored on RAMLink. As a result, both programs must be installed on a partition within that device.

THE SOFTWARE

The disk I received from Alexander contained three main programs, Autostart 128, Filemanager, and a P.D. program (which can also be found on CMD's RAMLink Utilities disk) called Autofile Editor. This latter is used to set up an autoboot from RAMLink so that Autostart can be implemented immediately apon turning on your computer.

AUTOSTART 128

Autostart is written in BASIC and is run from 128 native mode. It works on both a 40 or 80 column display. This program is the key to usage in native mode, but if you expect to just boot it up and go from the start, you will be sorely dissapointed.

Because we all differ in our usage of, and our requirements from, our RAMLink, this program necessarily needs "tweeking" by the end user. This will mean a session of sitting down and altering portions of this front-end routine to meet your specific requirements. Fortunately, this is not a hard task, even for those with a very limited knowledge of programming. Autostart itself is well REM'ed throughout, thus making it very easy to locate specific routines for adjustment.

Initially, three choices are offered from the main menu. They are C128 mode, 64 mode, and "programs". C128 mode takes you in to 128 BASIC direct mode and reconfigures the F-keys (their new values are displayed on screen - by the way, this also occurs in 64 mode). Fortunately, as with all things in Autostart 128, it is a simple matter to program these keys so that they reflect the values given them by Jiffy-DOS (or any other value, as required). And since I did not fancy having to re-learn an F-key configuration, this was one of the first alterations I made. C64 mode, somewhat unsurprisingly, puts you in C64 BASIC direct mode, and "programs" switches your machine to 64 mode and implements FILEMANAGER.

RUNNING SPECIFIC SOFTWARE

If you list out the program code for Autostart 128, you will notice several sub-routines imbedded within the listing REM'ed with the names of a number of programs which you, as an owner of RAMLink, should be familiar with. Amongst these is GEOS, as well as many of the utilities from CMD that came with your hardware. It is an extremely simple matter to add these to your main start-up menu for calling up whenever they are desired.

I must admit that I was especially rapt in the ability to call apon either GEOS 128 (in which I do most of my graphic work) OR GEOS 64 (for GeoPublish) at the press of a button, or to implement The Write Stuff, SuperBase, or any of the utilities that I keep on RAMLink (or indeed, any other drive) quickly and easily from the menu.

The seventeen file limit imposed on the user is, I found, more than ample for my needs, and when you consider that a further seventeen files can be made available from 64 mode, well, you can see the possibilities.

FILEMANAGER

This is a machine code program offering a wealth of on-screen options, and allowing access to programs resident on any drive with just a few keypresses. If a Real

Time Clock is present (as with Autostart 128) the time is displayed in the right hand portion of the upper title bar.

The initial screen offers several choices Here is a listing with a brief description of what each does:

1) BASIC - Ends the program and returns the user to BASIC 2.0. Text, colours, and F-keys are as defined within the program using the "parameters" option.

2) PROGRAMS - Here we load and run BASIC programs. Once selected, a second screen appears listing the devices currently connected to the system. Cursor up to the desired drive and press return to access files on that drive. Up to TEN drives of the following types can be handled at once, with device numbers ranging between 8 and 30 - 1541, 1571, 1581, CMD FD, CMD HD, and CMD RAMLink.

Now it is simply a matter of cursoring up/down the directory listing to choose your program, and pressing <RETURN> to select and run it.

3) PARAMETERS - A user can adjust the F-keys, the display colours, add additional routines, and even alter the text that appears when you choose to exit to BASIC.

4) MANAGER - This brings up a menu of up to ten programs. These should be those most often used, and be installed on RAMLink.

5) INFO - Gives shareware information.

Filemaster is very similar in look and feel to Autostart 128. It is comprehensive and powerful, and the ease at which things are done can be a little awesome. I am a great one for "ready-to-go" software, often having neither the time nor inclination to sit and "fiddle" with a program. With Filemaster, it was only a matter of a few minutes and all was configured to my needs. This highlighted what could be seen as Autostart 128's major shortcoming - the need to delve into the program and tweek it internally to achieve the desired results. Personally, though, I found I enjoyed the chance to play around with programming once again - something I find time for very rarely these days - very rewarding. As I said before, even for someone as rusty as I, the task was not hard, and the results gratifying.

Perhaps the best review I can offer you all is to say that the Autostart/filemanager combination is now well-and-truely installed on my RAMLink and forms the basis of my 128's operating system. With a little bit more adjustment, I can see it doing almost everything I need from a front-end program.

SHAREWARE

As I said earlier in this article, this is shareware. That means that if you find the program is of value, you SHOULD contribute the shareware fee to the author concerned. You now have a chance to have a look at the software, completely free of charge. Look at it, play around with it, and, as I said, if it is of value, contribute! The shareware fee is only $10.00 American (about $12.70 Australian) and, in return for your payment, Alexander will forward an excellent 22 page manual (Yes, it IS in English!) as well as keep you informed as to updates, etc. He is constantly working on improving these routines, so the updates alone will be worth the money spent. Alexander's address is:

Alexander Fusi
Anton Dengler
Gasse 22/5
A-1210 Vienna
Austria

C64 Public Domain
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Adelaide A double sided disk of prominent buildings, statues and sites of Adelaide
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Also available: Special events D/S $[illegible] Business World D/S $5 Animals, Birds & Insects 2xD/S $10. File Library - 14 D/S disks of Geos utilities $50. Font Bank - 10 D/S disks of Geos fonts $40.

Sampler disks with complete listings available for FILE LIBRARY and FONT BANK

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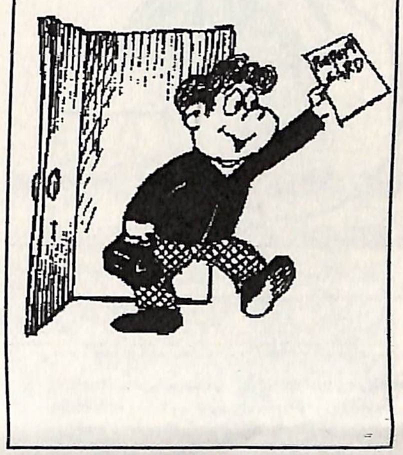
Phone 08-294-8447 (After Hours only)



It has been nearly one year since I first installed GEOS onto my CMD hard drive. Before then I never used GEOS much because of the constant disk swapping and the need to carefully create work disks for each project. The slow speed of the floppy drives and the lack of a REU were particularly apparent. The HD changed all that, and made using GEOS an enjoyable and regular task. I still lack a REU but the speed and storage capacity of the HD makes up for this.

Installing GEOS to the HD was a simple matter of replacing the configure file on the 1541 boot disk with CMDs' HD version which make GEOS see the HD as a 1581 floppy drive, and adding HDtime which is an autoexec file which is used to set the GEOS clock from the HD's' real time clock and check that a 1581 partition is present on the HD.

Quickmove is a small application which must be present on each 1581 partition that is used by GEOS. Since GEOS sees the HD as a standard 1581 floppy disk drive a deskTop activated utility such as Quickmove is essential to access the different 1581 partitions that may be available. In addition to jumping to different partitions (the same as inserting a new disk into a real 1581 floppy drive) Quickmove also allows multiple file copying between these partitions.

I've set the GEOS 1581 partitions up with one major application in each, the first 1581 partition contains spare files and accessories, the second is for geoWrite, and other partitions contain geoSpell, geoPublish and geoProgrammer. Organising the files this way means that all the elements (fonts, printer drivers, clip art, text scraps, accessories) needed to create a document are available on the same disk, negating the need for separate work disks.

Flipping through the pages on deskTop is fast, the selected page appears without any noticeable pause, and large applications such as geoWrite load within seconds, only the CMD RamLink is faster at accessing GEOS files.

Using GEOS with a CMD hard drive is great. I have upwards of three megabytes of GEOS related files residing on the hard drive and access to all of these is obtained from just a few clicks of the mouse button rather than constant disk swapping. Creating large documents, whether the be a few geoWrite pages or a geoPublish newsletter, is now a much easier, faster process.

In conclusion, the CMD Hard Drive is an impressive but expensive beast, but a similar boost to your GEOS systems' performance can be obtained by investing in the more moderately priced 1581 or CMD FD-series floppy disk drives. If you already own a CMD HD and do not yet use GEOS then I recommend purchasing GEOS, you won't regret it.

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FAST - 8

The Fast 8 cartridge takes your Commodore 64 into warp drive!!!
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Graphics scroll at an amazingly smooth rate. Everything happens so fast.

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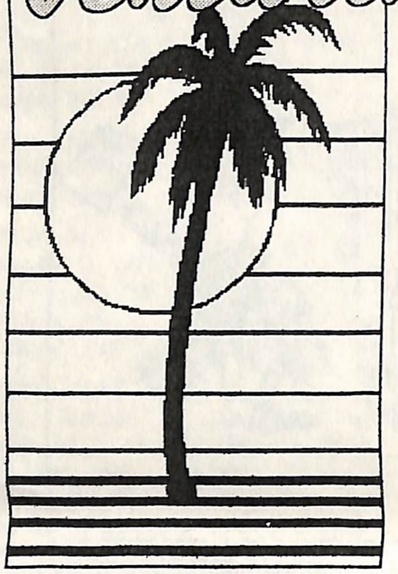
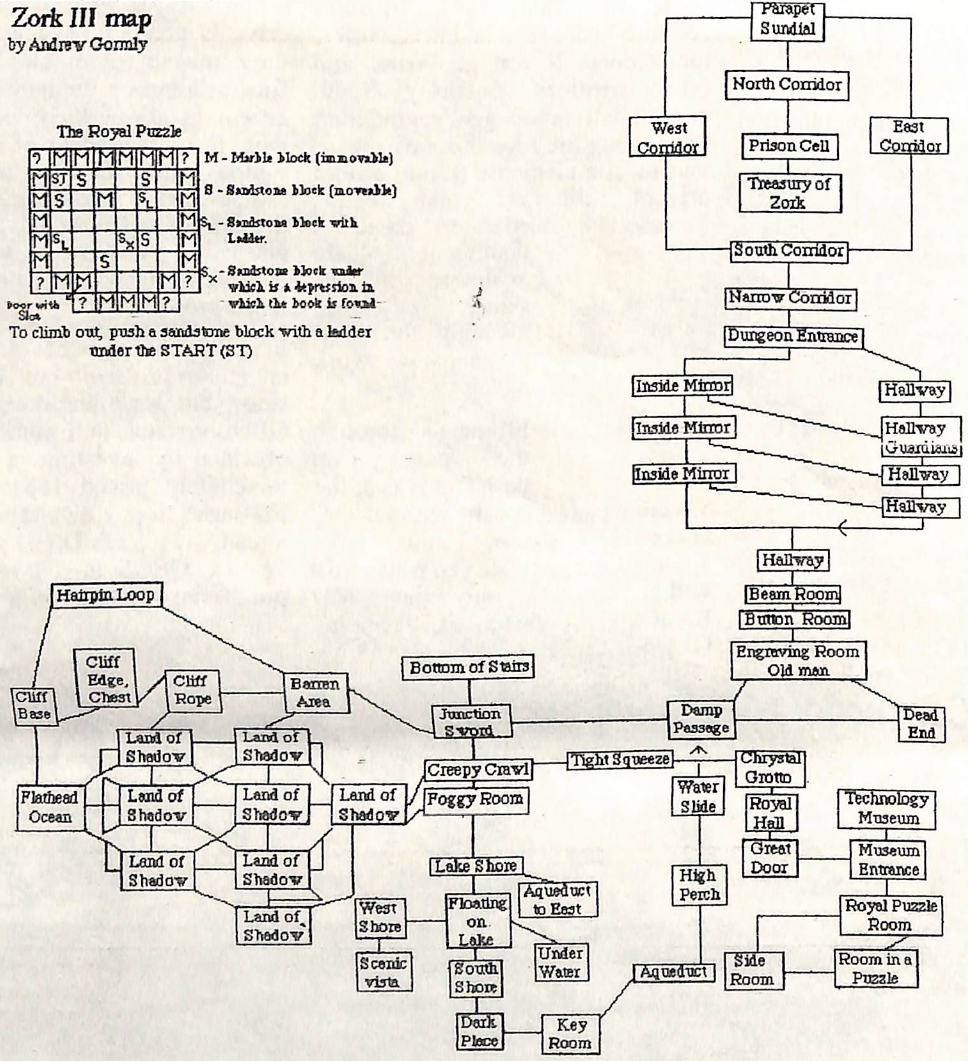
Tel: (058) 711-863 *(ask for Warren)*

Heath Kirby Miller



Welcome back! This month I present you with part 1 of the solution to Zork III. Many of you may remember past columns included solutions to both Zork I and II, so I thought it fitting to include this. Once again, we have Andrew Gormly to thank for the map presented here, and the hints that will follow next month, as has been the tradition with earlier Zork solutions. For now though, here is the map . . . .



Zork III map
by Andrew Gormly

To climb out, push a sandstone block with a ladder under the START (ST)

I hope this encourages a lot of you to delve into this adventure once again. Next month, we will publish the hints for this adventure, but, until then, you can contact me at the usual address as set out below concerning any adventure or RPG:

RMB 221. Sunraysia Hwy. Stuart Mill, Vic. 3478

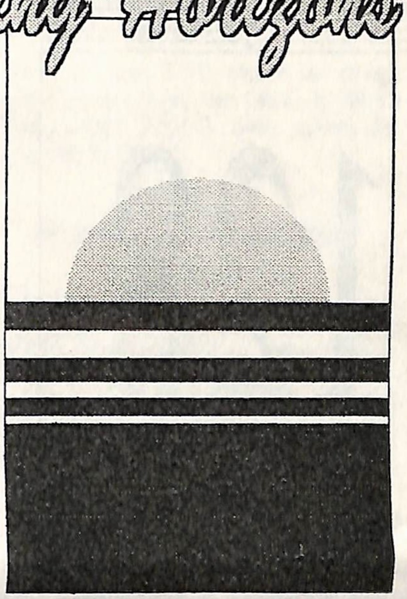
If you expect a personal reply, please supply a stamped, self-addressed envelope with your correspondence. See you again next month!

Both the C64 and the C128 have a built-in RS-232 interface for connection to a modem, serial printer, or other device. To quote from the C64 Programmer's Reference Guide, "To connect a device to the Commodore 64, all you need is a cable and a little bit of programming." There is full information on pages 348-359 of this Guide about RS-232 programming and operation.

RS-232 on the C64 and C128 is set up in the standard RS-232 format, and the various signals are passed through the terminals of the User Port. However voltage conversion of the signals is required, since the voltages in the computer are at TTL level (0 to 5 volts) rather than the -12 to +12 volts which are normal for RS-232.

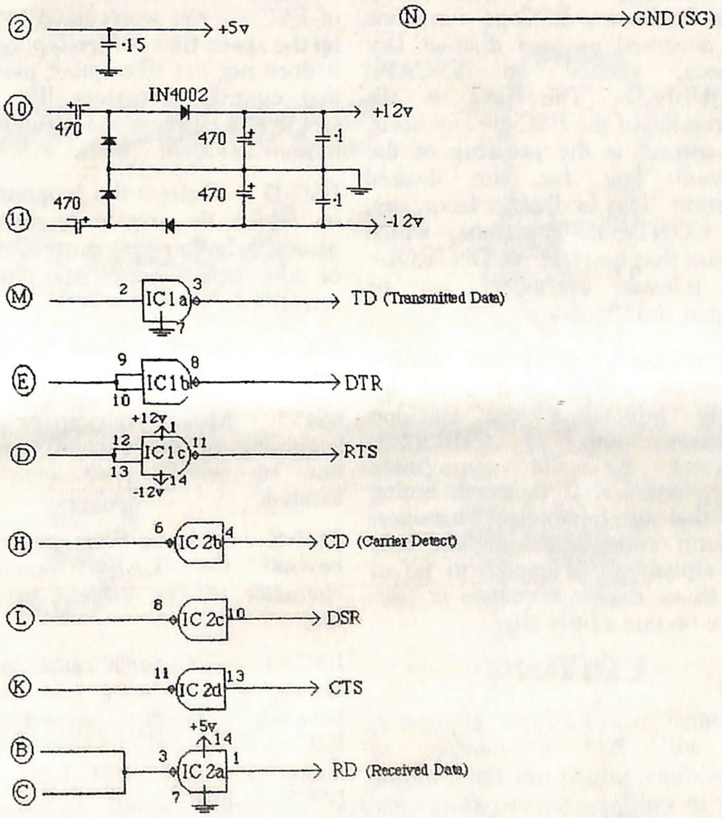
My RS-232 "interface", which I built a number of years ago, is quite a simple device. The circuit is shown on the accompanying diagram. Basically it consists of a voltage doubling rectifier which converts the 9 volts AC available on connectors 10 and 11 of the User Port to +12 and -12 volts, plus two cheap chips, which are a 1488 quad line driver and a 1489 quad line receiver. The two chips transmit all the input and output signals at the correct voltages, and also provide buffering on the lines of the cable.

The circuit diagram shows the connectors of the User Port which handle the various RS-232 signals. The whole interface is built on a small printed circuit board which is housed in a medium sized jiffy box. The socket which mates with the User Port edge connector is mounted in one end of the jiffy box, while a 'D' type connector is mounted at the other end to provide input/output for a standard RS-232 cable. I have a 9-pin connector, but a 25-pin connector could be used just as well. The pin allocations most commonly used are as follows:



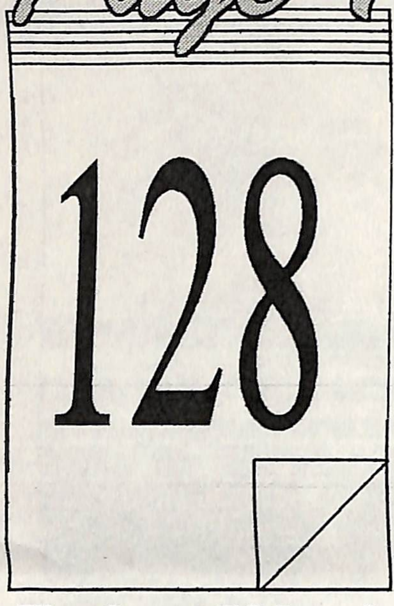
		(9-pin)	(25-pin)
TD	Transmitted data	3	2
RD	Received data	2	3
RTS	Request to send	7	4
CTS	Clear to send	8	5
DSR	Data set ready	6	6
SG	Signal ground	5	7
CD	Carrier detect	1	8
DTR	Data terminal ready	4	20
RI	Ring Indicator	9	22

(In my interface the RI line is not used.)



IC 1 is a 1488 quad line driver

IC 2 is a 1489 quad line receiver



The Great ESCape!

One of the (many) features that make the Commodore 128 a great computer, is the ESCape key. Found in the upper left corner of your keyboard (grey key), it offers a whole new world of versatility to the C-128 user. This month, we'll look at what this unobtrusive little key can do for you!

Unlike other "control" keys (CONTROL, C=, or SHIFT) on your keyboard, ESCape functions are accessed as two distinct key presses, termed an ESCAPE SEQUENCE. The first is the depression of the ESCape key itself, the second is the pressing of the relevant key for the desired function. This is distinct from, say, the CONTROL functions, which require that both the <CONTROL> and relevant secondary key be pressed simultaneously.

Programmers can utilise escape sequences within their work by simply initialising the ESCape sequence with a CHR$(27), followed by the appropriate letter/character. It is worth noting here that all alphabetical characters perform a set function. The only non-alphabetic character to be of use in an escape sequence is "@". More on this a little later.

EDITING

Amongst our ESCape sequences, we will find a number of innovations which aid the budding user in editing our programs. We will look at these in alphabetical order.

ESC-A - Auto-insert mode. Allows the entry of text into a program or screen design by moving characters to the right of the point of entry to the right as new characters are entered. Printing to screen is noticeably slower using this mode. Use ESC-C to cancel the mode and get back to normal.

This mode is somewhat different to the insert mode implemented by holding down <SHIFT><INST/DEL>. In the case of ESC-A, you won't need to open up the space first before typing, and it does not act like quote mode in that control characters like RVS ON or the colour codes won't print in reverse video.

ESC-D - Deletes the program line on which the cursor is currently placed, whether that particular line of code extends over one physical screen line, or over several.

ESC-I - Inserts a blank line at the current cursor position.

ESC-J - Moves your cursor to the beginning of the current program line on which your cursor is located.

ESC-K - Moves your cursor just beyond the LAST non-space character of the current program line.

ESC-O - Cancels quote mode. Handy when editing text located between quotation marks. Use ESC-O to cancel the mode when done. Pressing ESC-ESC (the ESCape key twice in a row) performs the same function as ESC-O.

ESC-P - Erases everything from the beginning of a program line to the actual cursor position. The erased portion of the line is filled with spaces and the cursor with following text remains stationary.

ESC-Q - As above, but from the cursor position to the end of the logical program line is erased.

ESC-@ - Erases all from the cursor position to the end of the current screen window.

SCREEN

These ESCape sequences deal with the entire screen rather than individual program lines. Be aware, though, that a "screen" only refers to the current window (which, admittedly, is usually a full screen in size).

ESC-B - Defines the current cursor position as the bottom RIGHT corner of the window to be created. All you have to do is move your cursor to the desired position and use this combination to set the value. ESC-T is the companion sequence to this in the creation of on-screen windows (see later in this article).

ESC-M - This, in conjunction with the ESC-L sequence, controls how text is handled when there is no more room within a window. In the usual circumstances, new lines of text cause the screen to scroll upwards as they are printed to screen. With the use of ESC-M all printing halts once the screen is full and the new text is printed from the top of the current window down, printing over the text on screen instead of scrolling the top line off-screen and printing at the bottom as is usual. A permutation of this is created if you end a print statement with a semicolon. In this instance, any new text will be printed in the lower right corner with each successive print overwriting the previous character in that position. We use ESC-L to return output to normal.

ESC-T - Sets the TOP LEFT corner of a window. See ESC-B.

ESC-V - Moves all text within a window UP one line, adding a blank line to the very bottom of the window. Text scrolled off screen is lost and is unrecoverable.

ESC-W - Moves all text DOWN one line, adding a blank line to the very top of your window. As in the above, any text scrolled off screen will be lost.

ESC-X - Toggles between the two display modes on the 128 (40 column/80 column)

MISCELLANEOUS

ESC-E - Stops cursor blink, leaving the cursor as a non-flashing block. ESC-F reverses the procedure.

ESC-H - Disables the bell tone. ESC-G re-enables it!

ESC-R - Reverses the colour on the 80 column display, with character colour changing to the current background coloration, and background colour taking on the present character colour. 40 column display is unaffected. Using an ESC-N sequence will return things to normal.

ESC-U - Changes the 80 COLUMN cursor from a block to an UNDERLINE. This does NOT effect the 40 column display. ESC-E and F still effect the "flashing of the cursor. Use ESC-S to change your 80-column cursor back to the traditional block.

ESC-Z - Erases all tab stops. To explain this a little more, perhaps it is pertinent here to explain a little about tab settings. Whenever the TAB key (next to our ESC key) is pressed, or a CHR$(9) is printed, the cursor will move to the next column for which a tab stop has been set. If no tab stop is set, the cursor is automatically sent to the RIGHT boundary of the output window. The use of this is to align columns of text or numbers on screen. when your machine is first turned on or reset, tab stops are pre-set every eighth space. By utilising ESC-Z, you are clearing these tab stops from memory, thus causing the cursor to be returned to the right edge of your work window when you press the TAB key. If you wish to change a TAB setting, place the cursor where you want the TAB set to, and press either <SHIFT><TAB> or <CONTROL><TAB>. Either of these will act as a toggle, toggling the TAB setting on/off. You can use a CHR$(24) within a program for the same effect.

To reset the TAB stops to every eighth character, use ESC-Y. Both ESC-Z and ESC-Y only affect the current display.

GREAT PROGRAMMING ESC-APES

You are not restricted to using ESC-ape sequences in direct mode. They can also be utilised within your programs by using a CHR$ (27) followed by the relevant ASCII character in BASIC, like so:

```
PRINT CHR$(27) + "A"
```

or, in ML by using something similar to this example:

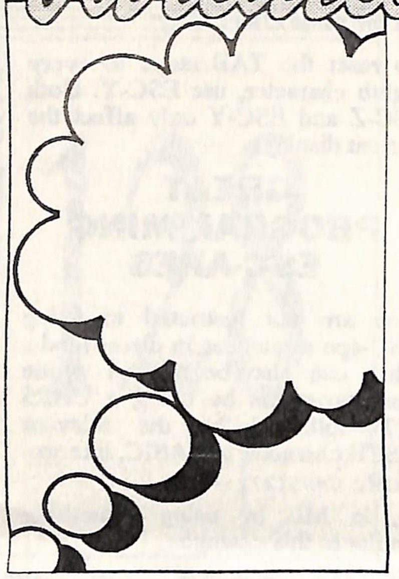
```
LDA #$1B
JSR $FFD2
LDA #$56
JSR $FFD2
```

$1B is the ESCape code, #$56 is the ASCII code for the desired function, in this case the letter "V". The $FFD2's that you see are calls to the BSOUT routine.

Commodore Network is 3 Years old!

To all our subscribers, we say, Thanks for your support. Three years down, many more to come.

Graham Cattley



A Little Friendly Cheating

Editor's Intro: Owner's of the game "Neuromancer" may well appreciate this little item. Have fun, and remember, ALWAYS work on a COPY, NOT the ORIGINAL!

NeuroCheating. (ny'oo-row-ch'eeting) v. *A means of manipulating the saved games from Neuromancer for nefarious purposes.*

In order to NeuroCheat, you will need a sector editor, as Neuromancer does not use standard file structures for storing data. The information below relates to saved game number one; to apply this to other game numbers, simply add nine to the sector numbers given below. (remember to alter track numbers accordingly. i.e.. 4,20 +1 = 5,1).

Name: (Track 4, Sector 9, Bytes $22-$29)

Your name has a maximum length of eight characters. It starts at $22, and a $00 marks the end of the name (at or before $29).

Example: To change your name to "MELVIN", enter:
$22: 4D 45 4C 56 49 4E 00

Skills: (Track 4 , Sector 9, Bytes $02-$11)

Each byte in this range corresponds to a specific skill. It's value plus one equals the skill level ($FF indicates no skill). For the order in which the skills appear, see the "Menu Codes" sheet under "Skill Chips".

Example: Changing the byte at $03 to $0F will give you CopTalk at level 16.

Possessions: (Track 4, Sector 8, Bytes $80-$FF)

To "acquire" items, you must change specific bytes in this range to the Menu Code relevant to that item. The format for the inventory is as follows:

```
$80:  xx,xx,Menu Code
xx,xx,xx,Menu Code,xx
$88:  xx,xx,Menu
Code,xx,xx,xx,Menu Code,xx
etc.
```

Example: Storing $5E at $82 will give you a tin of caviar.

Softwarez: (Track 4, Sector 9, Bytes $80-$FF)

Softwarez are stored in the same format as objects, with two differences. The first difference is the Crash Byte, located two bytes before the Menu Code. The second difference is the Version Number Byte, located one byte after the Menu Code. The Crash Byte indicates the crashedness (ugh !) of the program ($00=uncrashed). The Version Number Byte is fairly self-explanatory, allowing such marvels as Slow 255.0, and LogicBomb 157.0 !!! (Brutal!)

Example: $80: 00 xx 0F 03 gives you Python 3.0 as the first program in your Cyberdeck.

AIs: (Track 4, Sector 7, Bytes $AF-BA)

These bytes determine which AIs are still alive. Each AI has it's own byte, and making this byte non-zero will kill it off. I do not know in which order the AIs are stored, but a little trial and error will soon tell you

Example: Storing $01 at $B2 will kill Greystoke.

Money: (Track 4, Sector 9, Bytes $3C-$41)

The first three bytes are the number of credits on your credit chip, Least Significant Byte first, Most Significant Byte last, and the second three are the number of credits in your PAX account, stored in the same way.

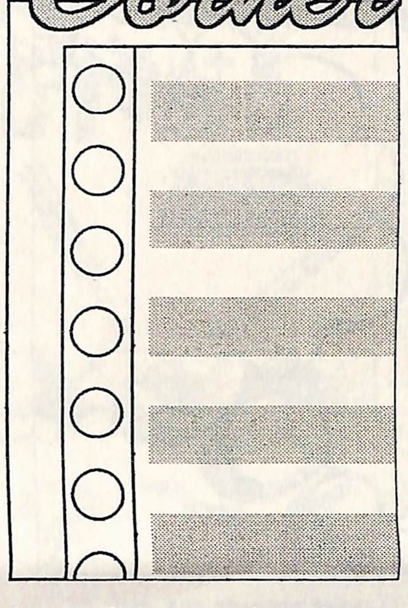
Example: $3C: FF FF 00 01 01 01 will give you 65535 credits on chip ($00FFFF) and 65793 in your account ($010101).

MENU CODES

```
softwarez
----------------
00  MIMIC
01  JAMMIES
02  THUNDERHEAD
03  VACCINE
04  BLAMMO
05  DOORSTOP
06  DECODER
07  SEQUENCER
08  ARMORALL
09  KGB
0A  COMLINK
0B  BLOWTORCH
0C  PROBE
0D  DRILL
0E  HAMMER
0F  PYTHON
10  ACID
11  INJECTOR
12  DEPTHCHARGE
13  CONCRETE
14  EASYRIDER
15  LOGICBOMB
16  CYBERSPACE
17  SLOW
18  BATTLECHESS (DB)
19  BATTLECHESS (AI)
1A  SCOUT
1B  HEMLOCK
1C  KUANG ELEVEN
----------------
cyberdecks
----------------
1D  HIKI GAERU
1E  GAIJIN
1F  BUSHIDO
20  EDOKKO
21  KATANA
22  TOFU
23  SHOGUN
24  188BJB
25  3505L
26  ---
27  ---
28  UXB
29  ---
2A  ZXB
2B  CYBERSPACE II
2C  CYBERSPACE III
2D  ---
2E  CYBERSPACE VII
2F  NINJA 2000
30  NINJA 3000
31  NINJA 4000
32  NINJA 5000
33  BLUE LT. SPCL.
34  SAMURAI 7
35  ---
36  ---
37  ---
38  ---
39  ---
3A  ---
3B  ---
3C  ---
3D  ---
3E  ---
3F  ---
40  ---
41  ---
42  ---
---------------
skill chips
---------------
43  BARGAINING
44  COPTALK
45  SOFTWARE ANALYSIS
46  DEBUG
47  HARDWARE REPAIR
48  ICE BREAKING
49  EVASION
4A  CRYPTOLOGY
4B  JAPANESE
4C  LOGIC
4D  PSYCHOANALYSIS
4E  PHENOMENOLOGY
4F  PHILOSOPHY
50  SOPHISTRY
51  ZEN
52  MUSICIANSHIP
---------------
misc. items
---------------
53  CYBEREYES
54  ---
55  ---
56  GUEST PASS
57  ---
58  ---
59  JOYSTICK
5A  ---
5B  ---
5C  ---
5D  ---
5E  CAVIAR
5F  PAWN TICKET
60  SECURITY PASS
61  ZION TICKET
62  FREESIDE TICKET
63  ---
64  CHIBA TICKET
65  GAS MASK
66  ---
67  SAKE
```

Alastair Hay

CP/M Corner



A recent article gave us an insight to Supercalc. I thought you might like to see how one can make use of the DATTIM .COM file within Supercalc itself.

I have modified my version of DATTIM .COM to eliminate the program asking for the time, as this is irrelevant and is a nuisance if you have to fill in the time each time you boot up. My PROFILE .SUB calls for DATTIM and then loads Supercalc on boot up. I Tell it to load SC2 . (The space and period get Supercalc straight into the starting screen and avoids the opening messages).

Well, lets see what we can do with DATTIM .COM. The commands we will place in our spreadsheet will be LOOKUP .DAY, YEAR, MONTH, and TODAY. Here is how they work. Lets place into Cell C1 the formula LOOK UP (MONTH (G1) . J1 : J12) and into Cell D1 the formula DAY (G1) and in cell E1 the formula YEAR (TODAY).

Now you are thinking what does all of this mean? Well, let us start by saying that TODAY returns the date from DATTIM as MM/DD/YY. For our example, it will be 04/30/95.

TODAY returns the date from DATTIM .COM as MM/DD/YY (00/00/00)

DAY returns the 'DD' from TODAY at G1 as '4'

MONTH returns the 'MM' from TODAY at G1 as 'APRIL'

LOOKUP will look up what is in the cells you nominate at C1

We therefore place into the cells in column J and K the information beginning at J1 and K1 the formulas as below:

Column J	Column K
1	("January")
2	("February")
3	("March")
4	("April")

and continue through to J12: K12. You do, of course select whatever columns are suitable for your work sheet. Furthermore you can use the option to "hide" the columns containing this data so they do not show on the screen or in a printout.

Our spread sheet top line now reads "APRIL 4 1995" when we use the calculate the option.

I always place the name of my spread sheet in cell A1 so that, if necessary, I can read this information with SWEEP (NSWP207) or similar programs. There are many other options for the use of these formulas once you have grasped the concept, so experiment and enjoy. Supercalc is quite a powerful spreadsheet, and if you write yourself suitable eXecute files and call them from the Menu or from within a SUB file, you can make it run a complete spreadsheet without requiring much operator input.

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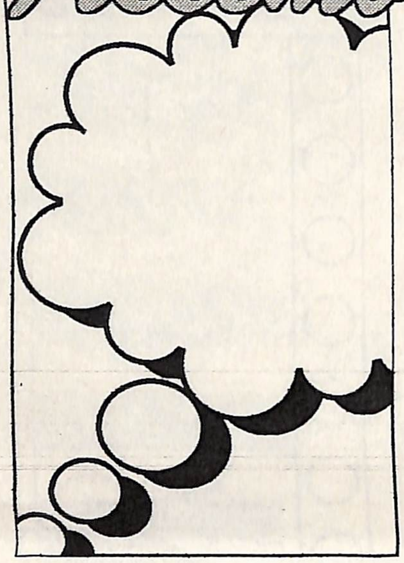
Assembler

E.Gordon Wormald

PART 2

(Theory rather than practice)



WHERE ELSE ?

Further to the end of Part 1, there are other spots where ML may be stashed for later execution. I like to put small amounts into a REM statement with a low Line Number, where it gets to occupy a place low in the BASIC text area of RAM - more about that later. Another possibility is to use RAM at addresses corresponding to ROM (Read Only Memory) for the Kernal or BASIC. Note that this is easier in the C64 than the 128, because there are less problems in switching between ROM and RAM during execution of the ML.

OVERVIEW :

Many beginners trying to use ML seem to lack an appreciation of the part that ML plays in the scheme of things. It is easy to put a few BASIC instructions together to get a small useful program, which can lead to the belief that the computer can operate quite well without ML. Actually, no BASIC command can operate without having been translated into ML, usually by pointing to a run of ML instructions set in some part of the ROM (a Subroutine). The pointing is controlled by another large slab of ML in the BASIC ROM which interprets the BASIC program by reading its text and setting the appropriate pointers as execution proceeds.

Yes, a lot of very useful programming can be achieved even if you confine yourself to BASIC (or PASCAL or FORTH or some other "high level" language) but never forget that these only organise the necessary ML. To speed things up and sometimes to simplify or gain flexibility, usually the only way is to use ML. As said in Part 1, this may stand alone but in most cases comes in conjunction with BASIC (or FORTH etc.)

THE ML FRAMEWORK

During the 1930's the British genius Allen Turing proved that any computable task could be performed by a surprisingly elementary machine. (He went on to prove that that not all well-defined tasks are computable, and that it is impossible to develop a logical test to distinguish the computable from the non-computable).

The "Turing machine" contains logic and the means to operate on an infinite tape by stepping it in either direction then reading and/or writing to it, one bit (= binary-valued digit) at a time. This theoretical model was of course aimed at the question of computability, not practicability; and so the inordinate time which this machine could take to perform even a simple task was just not relevant.

The modern micro-processor chip elaborates on the Turing machine with careful attention to the time element. Instead of the infinite tape, electronic memory (RAM) is provided. An infinite amount of memory would be impractical, so we limit it - not really important in practice as it can be extended as far as we wish by use of other storage media such as tape or disk. Most of the operations are performed 8 bits (a byte) at a time for a major time saving. Auxiliary hardware is provided to ease and speed input and output operations, and the micro is provided with a much wider range of logic operations than Turing's elementary set.

This ML instruction set and its electronic/logic implementation is decided by the chip designer according to the particular set of compromises he zeroes in on. There are many similarities between our 6510 chips and the 6800 or 2650 or Z80 or 8080 (or ....) of other manufacturers, but each has its own instruction set. Let us concentrate on the C64's 6510 or its more modern Version, the C128's 8502 with an identical instruction set.

THE NITTY-GRITTY.

Broadly, the CPU (Central Processing Unit = The Chip) has to be able to extract its program from memory in the form of a series of instructions, and obey them. It is necessary to remember that these actions are usually intermixed. Any instruction is read out of memory as a byte which when decoded by the CPU may call for 1 or 2 more. Then the instruction is implemented, often requiring a byte of data to be read from or written to memory. After this the CPU proceeds to handle the next instruction in the same way.

It follows that Loading (a byte to the CPU from memory) and Storing (a byte from the CPU to memory) are among our most vital instructions. They need help to be effective, and so we have instructions to work on the data in various ways. Sometimes we need to know about the outcome of such work (such as : did this equate the data byte to 0 ?) and a set of such outcomes is stored in a Status Register for later.

Think about a program. It would be almost helpless if it were restricted to a straight run through a set of instructions to the end, like a simple calculator. The power of modern computers is unleashed by their ability to branch out of straight runs of code depending on the content of the data.

......Continued

Still got your original disk that came with that first 1541? Well, if you have, you will find a program called a DOS wedge included amongst the goodies thereon. This little program simplifies drive related operations on your C64, and offers an easier approach to every major disk operation. However, there are a couple of virtually unknown features hidden within this little gem of a program, so let's have a look at them.

VOLUME IDENTIFICATION

When using the wedge to save files, enclose a single character within square brackets immediately after the file name, like so:

```
Filename [A]
```

This enclosed character will be automatically allotted the 16th position of the filename in the directory, like so:

```
10 MENU             A PRG
25 PROGRAM #1        B PRG
13 SEQUENTIAL        C SEQ
14 TEXT              C SEQ
54 FILES             C SEQ
etc., etc.
```

Now, this little feature can be quite handy when you need to perform bulk operations such as multiple loads, bulk scratching of files, etc. In fact, you can utilise @copy, @rename, @scratch, or @$ to your hearts content, simply by following this syntax:

```
@$ : * [ L ]  <RETURN>
```

The above example will return a listing of all files assigned to volume "L".

```
@scratch : * [A]  <RETURN>
```

This will scratch all files allocated to volume "A".

Unfortunately, there is a restriction in utilising this feature. You MUST be using the wedge to make use of the volume delineator, although you can manually insert a volume ID simply by ensuring that the sixteenth character of any filename is any suitable ID character (alphanumeric).

CHANGING DEVICE NUMBER

Another little known DOS wedge feature is the ability to change the device number of your current drive with a simple:

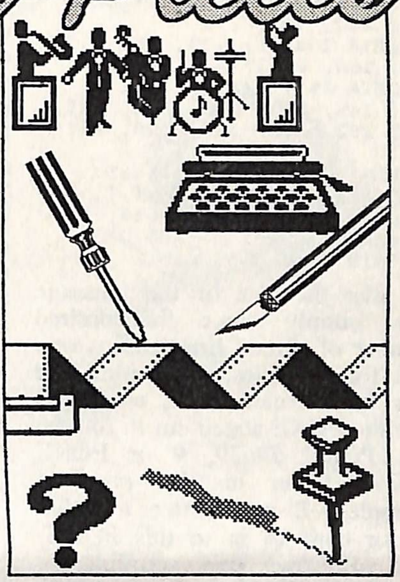
```
@#n
```

Where n is the number you wish to change your drive TO! (i.e. 9, 10, etc.)

If you haven't got an "enhanced" system (Jiffy-DOS or other fastload or wedge installed), and you've never tried Commodore's DOS wedge, now might be a good time to give it a go! For those of you who haven't got a copy, or can't seem to track the one you've got down, we'll include a copy on the August '95 Disk-Coverer.

WHAT'S GOIN' DOWN, DUDE?

Feeling just a little mischievous? Well here are a few routines to include in your programs that are guaranteed to confuse and confound. The first reverses the action of your cursor keys. No longer is up, up or down, down, left, left, or right, right - ideal for those keyboard games when a player is getting just a little too good!



```
10 FOR I = 40960 TO 49151:
POKE I, PEEK (I): X = I +
16384: POKE X, PEEK (X): NEXT
20 POKE 60291, 157: POKE
60296, 145: POKE 60356, 29:
POKE 60361, 17
30 POKE 1, PEEK (1) AND 253
```

Our second routine is a little slow to act, but could be an interesting basis for a practical joke. This program is titled "Mirror Finish". Run it and see why!

```
10 POKE 56334, 0: POKE 1, 51
20 FOR I = 0 TO 2048: J = I -
(I AND <SPACE>7) * 2: POKE
12295+J, PEEK (53248 + I):
NEXT I
30 POKE I, 55: POKE 56334, 1:
POKE 53272, 29
```

TOP MESSAGE

Ever wanted to keep some sort of text displayed at the top of your screen without having it scroll out of view every time you moved the cursor out of screen or pressed <RETURN>? Well, this little routine is for you!

This is where the Status Register proves really useful - we have a set of Branch instructions which can divert the program flow when a selected outcome is detected in the Status Register.

The vital types of instruction so far discussed would enable most sorts of programs to be coded for effective running, but there would be one major limitation. Whenever the computation was required to handle data to/from some time-sensitive input/output device (as most are) it would be necessary to frequently break out of the main program stream to enquire the readiness of the device. Such "polling" can consume an inordinate amount of computing capacity, so instead we have an "Interrupt" system requiring the hardware to be a little more complicated for what can be a substantial gain in computing capacity and program simplicity. A few extra instruction types are needed to enable this.

NEXT : PART 3 : REGISTERS etc.

```
10 DATA 169, 160, 133, 252,
169, 222, 133, 254
20 DATA 169, 0, 133, 251, 133,
253, 160, 0, 177
30 DATA 251, 145, 251, 177,
253, 145, 253, 136, 208, 245,
230, 252, 230, 254, 208, 237,
96
40 FOR T = 49152 TO 49185:
READ A: POKE T, A: NEXT T
50 SYS 49152: POKE 59639, 10
60 POKE 1, PEEK 1) AND 253
70 PRINT "<CLR>": LIST
```

To alter the size of the message area, simply enter the desired number of screen lines minus one (i.e. for ten lines, enter nine, for four lines, enter three, etc., etc.) into the POKE statement in line 50 (i.e. POKE 59639, 9 or POKE 59639, 3 as in the previous example). If you enter a value greater than 24 in to this POKE, you will find that scrolling is completely disabled. To re-enable scrolling you will need to POKE 59639, 255.

This routine is ideal for allowing the inclusion of a menu bar at the top of your screens.

KEEPING TRACK OF DISKS

As software libraries grow, we all find it harder and harder to keep track of which program is where, or what's on each disk in our collection. The simplest way to create a catalogue of a disk library is to first format a new disk. This will be your Catalogue disk. Remove your disk from the drive and insert the first disk you wish to catalogue. you now load the disk's directory using LOAD "$0", 8, and then remove it from the drive, inserting your catalogue disk. Now save the resultant file with SAVE "0:diskname",8. Diskname can be the actual diskname that you have on the label, or any easily recognisable ID that will allow you to locate that particular disk easily and efficiently.

With that done, you will have a file on your catalogue disk a file that is loadable and listable for future reference.

This in itself is of no huge benefit, except in the fact that, instead of having to insert several disks to access directories when searching for a file, you only need to access your catalogue disk. But, what if we take things a step further? Let's use a wordprocessor with our directory listings. SuperScript, SpeedScript, and The Write Stuff (amongst others - refer to your wordprocessor's manual) all allow access to PRG files. However, if yours doesn't, don't despair! It is simply a matter of changing the way we save our directory to disk slightly. To save the directory listing as a sequential file, use this:

```
OPEN 1,8,2, "0:diskname,S,
W": CMD1: LIST
```

Once the drive has stopped, type:

```
PRINT #1: CLOSE 1
```

Now we can use our wordprocessor to edit our listings, removing all extraneous characters and unwanted files (subsidiary files, dividers, etc.), and editing file names (you are no longer constrained by the 16 character limit) to make them more easily identifiable. You can even add a description of each file (of any length you find suitable). With a little forethought, and a bit more work, you can even create new listings based on alphabetical and/or on file usage criteria by making judicial use of your wordprocessor's editing features (cut and paste, etc.). Naturally, if you choose to put in this extra effort, you must make sure that each file has reference to the disk it is placed on within the new listing.

With all this done, we can now see the advantages to be had. Imagine a 1581 disk-based catalogue accessible via SuperScript containing hundreds of directory listings, an alphabetical index, a "use" index (sprite editors, wordprocessors, etc., etc.), and several "mode" indices (for 128 users, listing files for 64, 128 native, and CP/M). To perform a file search, you simply do a directory load, cursoring between each disk file and selecting the one you wish to view, then press <RETURN>. And the lists are alterable "on the spot".

FISHBOWL
BBS
the HOTTEST C64/C65/C128 support around
24 hours a day
Adelaide (08) 277 1361
The home of C-Net

An Interview with Jeff Minter

Marc Walters

.....Continued from last month

GOSSIP

Was there any recent industry developments, gossip, news, companies going bust or anything else you can think of?

"Ah, oh well, er, oh God, I dunno what to think really. Nobody's crashed recently. It's all become very stable and sort of solid at the moment because there's only about four companies now. All the other ones, even Hewson, is supported by somebody else."

Hewson? A takeover?

"They've got a deal with one of the mega-corporations."

A marketing deal with Gremlin Graphics and U.S. Gold I read somewhere.

"They're still going on as Hewson but basically they're backed by someone else. Just about everyone is like that now, they've all fallen to U.S.Gold or Ocean or whatever. There are very few independents left.

"It does make it a bit boring because there isn't really much juicy gossip anymore, there's just large corporations releasing various conversions or whatever at various times and that's it."

Are Software Projects or Alligata still trading?

"I haven't seen any releases from them for ages, so I would doubt it. I dunno.

Alligata, yeah, what happened to them? I think they must have gone.

"[anguished cry] THERE'S NOBODY LEFT! It's really depressing sometimes when I think about it. There's nobody left.

"There used to be a bunch of companies who were all independent, all rivals, but all basically got on well together and had a good time, releasing reasonably good software.

"Today it's got sort of software produced by clones. It's like having programming machines and you never get any games written by individuals anymore. Have you noticed that? Games are always written by about six people. It's CRAZY, like having six people write a book or, you know, having six people paint a picture.

"What's going on on Neighbours there, 'cause you're a year in advance of us?"

Well, I don't watch it, but you can bet someone's got pregnant, someone's left home and someone's divorced.

"Yeah, it's all the same. I'll tell you what, it's amazing down here 'cause I watch it on my eight foot video screen I've got set up down one end of the room, watching Kylies' head, it's HUGE, y'know."

Kylie Minogue? Yuk!

"[laughing] I can't stand her when she's singing. She's a hopeless singer.

The whole thing about Neighbours right, I mean, the reason I watch it is because it is one of the most appallingly bad soaps there is, and you watch it. It's so bad you get sucked into it. It's like anything, I watch Eastenders for the same reason."

Hey, Eastenders ain't that bad.

"Yeah, Eastenders is a better quality soap, but when it comes down to it, all soap-operas are the same. They're basically fairly mundane and fairly boring which you take to keep you going. It's like turning your brain off, you just sit in front of the thing and let it go by."

[For a while we discussed soap stars and wannabe-singers]

"I was wondering, that nobody's released a Neighbours game yet?"

We've had other things like Crocodile Dundee. We had a game released over here-

"You've got a Crocodile Dundee game? I'd like to see that."

Not quite. A SEUCK game called "Crocodile Downunder". They didn't get a licence.

Our conversation turned again to the trend of software companies going bust with massive financial problems and resurfacing elsewhere with new identities.

"Yeah, well, there are fiddles, aren't there. They probably had a good bunch of accountants. Big business is always the same, the fat cats at the top look after Number One, and if the company goes down, they try and get out with as much money as they can, And if they can sort of fob off the creditors with whatever legal things they do, like go bankrupt or whatever they do, you find quite wealthy bankrupts still around, which is quite weird.

"I think Imagine was like, a forerunner. When Imagine first sprung up it was then I first realised what the software market was gonna be like now.

"I remember back in 1983, predicting that in a few years time there would be about three or four major software houses left and nobody else. I was telling that to all the small guys like Alligata and all the small people like that, and they were saying, oh , no no, there's plenty of room, everybody's going

to be okay. And NOW look at it.

"THAT sort of corporate mentality, I don't think they're the right people to be doing games, 'cause games are individual things, something that should be done individually. You love doing it, NOT because you wanna just make huge amounts of money."

MUSIC

I asked about the brilliant title music on C64 Revenge 2. Was it a South American tune?

"Yeah, I went there. It's actually a traditional Peruvian piece and I had a CD with a group called Incantations, and Ben Daglish, who used to do my music, came down one evening and I sort of paid him then and I said, could he do an arrangement for that? It took about five hours to do it and it's excellent, I love it. The music is nothing to do with the game, I just wanted to present a nice piece of music which I really liked.

"Yeah, it was quite a haunting piece, I do like that.

"I feel that Revenge 2 is one of my best Commodore releases, In England it's done virtually nothing 'cause Mastertronic didn't promote it at all. I've had people asking me, about three months after it was released, when it was coming out.

I was very disappointed 'cause the reason I gave it to Mastertronic in the first place is 'cause I realised I was getting more deeply involved in the ST and I was going to be releasing games a lot more infrequently. So I thought I'd like to do a really nice game and release it at a budget price so that everybody could get hold of it. It was a gamble going with Mastertronic, I always figured it MIGHT end up just being another one of their things, but I thought that they would at least get it reviewed, and they didn't even bother doing that. I got a good review in Zzap, but that's only because I'd been over to the Zzap magazine offices when I'd been developing it and gave them a finished copy when it was done.

"Yeah, I was a bit peeved with the way that was handled, and I was annoyed when the conversion came out. The conversion had been severely changed. They changed a lot of the attack waves and stuck in a lot of their own graphics data and stuff like that, they just completely hacked my game around."

What types of music did he enjoy listening to?

"Pink Floyd, Genesis, moderate to heavy rock as well, what I call Blasting Music, the sort of stuff you put on in the middle of the night with all the lights off and play Stargate to. I've got quite a broad taste of music really, it depends on the mood I'm in. My ultimate taste has to be Pink Floyd. Pink Floyd to me are the best, and Roger Waters. Roger Waters' solo stuff is also excellent. I went to the Pink Floyd concert just recently, Pink Floyd played three nights in England and they were brilliant, absolutely brilliant.

"I like sort of deeply melodic metal. Stuff like, have you heard the new album by Boston? Well get it today, er, well, have a listen to it, 'cause that is just like, like you're part of it, it's SO melodic, it is just SO together, right. It sounds really, y'know, AMAZING. I recommend that album heartily, it's a good album.

"I'm doing some experiments at the moment with hooking up the light synthesiser to a music synthesiser as well, so you can sit and play around with the mouse, and you get light effects on the screen, and you get the synthesiser playing music at the same time. You get some quite good stuff outa that. I'm gonna be running a demonstration at the Atari show over here in November, on three machines. I'm quite interested in the possibilities of actually making the computer compose its own music. So that for a game, instead of having some tune you could actually have the game making up the music according to what you were doing and what the aliens were doing. It could be quite interesting, the music could become an integral part of the game."

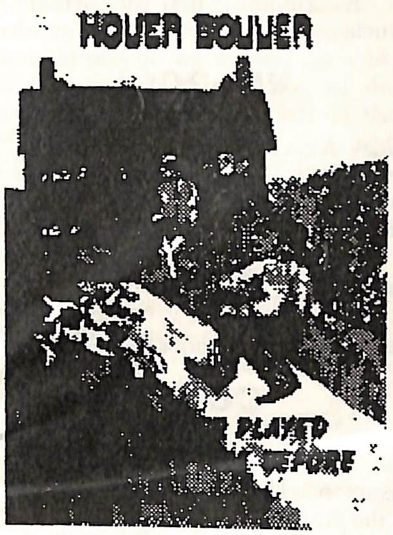
Is there any type of game you'd like to see? A future game developed on a powerful computer of the future, with megapowerful CPU, 10Mb RAM etc.?

"Do you remember Star Raiders on the 8-bit Atari? I'd like that, but done REALLY well, with REALLY detailed ships that come in from the distance and spin around and you blast them. I'm not talking about the Vector Graphics 3-D, 'cause that's been done a lot, I mean, if you had that much memory, that could draw the shape, have really detailed spaceships, you know, have it done with sort of sprite 3-D. So it'd be Star Raiders-ish, but if anything could improve on the gameplay of 8-Bit Atari Star Raiders I'd be well impressed, 'cause that is excellent that game."

FREE REIGN

At this point I gave him free reign to talk about any pet subject.

"I try not to make any enemies in the business now, a lot of people in the big companies don't particularly like me because I'm still



independent, still going on, so I try not to make any enemies because I need all the friends I can get, to keep going.

"What can I say? I haven't written any games for a long time 'cause I've been involved in the lightsynth work, but I can promise there's going to be one hell of a lot more good shoot-em-ups coming out, 'cause I've got some absolutely outrageous sprite routines and maths routines on the Atari now. I can get so much colour on that Atari screen and so many sprites moving around really fast, so I think you could look to see a lot of conversions of some of my early stuff coming out, but much improved. Stuff like Ancipital, you could do it beautifully on the Atari ST.

"I know I can handle the scrolling games as well. I'm doing Andes Attack, which is a fast, full speed horizontal scroller, and it's coming out really well, even with the limitations of the Atari.

"So yeah, I'm getting right back into games, there's going to be loads of shoot-em-ups coming out."

But what about the Commodore machines?

"I wouldn't rule out Amiga stuff coming out either, if the Atari stuff does well either I would employ somebody to do an Amiga conversion or I would get hold of the Amiga and do some conversions myself. Although it would take about a month to get into the Amiga, it's not that different really.

"You haven't seen the last of me on the Commodore 64 front either.

"At the moment I'm working on the Atari 'cause I need to get some games done reasonably fast to re-establish myself as a producer of games.

"The last lightsynth took over a year to produce. There WILL actually be an Amiga version coming out hopefully the beginning of next year, I'll have to employ someone to do that."

It really would be nice to see another Minter game on the 64.

"Yeah, that's something which I may yet come back and do, but it won't be for a couple of games yet. I'm gonna do a couple on the ST to establish myself and then I would quite like to do another Commodore game.

"When Tony Crowther was down, he showed me this new trick which is current on the Commodore, where you can scroll whole entire screens using only about an inch of raster time, including colour memory."

[Did I hear right?] Which machine?

"On the Commodore 64!"

[STILL disbelieving] Just ONE inch of raster time?

"It's a ridiculously small amount of raster time. It's a weird thing in the VIC chip."

[STILL shocked] This includes the full memory shift?

"There's a weird mode in there. He's working on a shoot-em-up game at the moment, he showed it to me, it looks really good. I don't know what it's gonna be called but it's got, like, all these spiders and stuff attacking and it's basically a Nemesis or R-Type type of game, and he's got loads of bullets and loads of stuff in there 'cause he's got all this time to handle the bullets and software sprites and stuff in it because all the scrolling (and it's a really detailed background) is done in just a ridiculously small amount of raster time."

[* I found out a year later the game was Imageworks' "Phobia"]

So this is some type of secret mode on the chip?

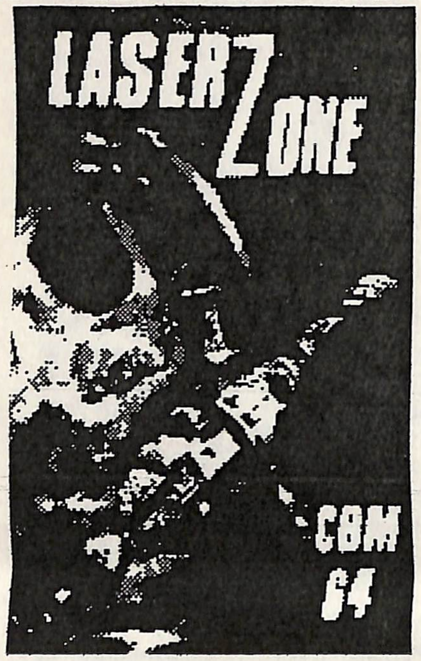
"It was found out by a German hacker, he said he'd read about it in a German magazine. Something like that.

"The Commodore 64 hasn't reached its ending yet, by any means. The Commodore 64 is equally good as the Sega and Nintendo. There's no reason it shouldn't carry on as long as they do, if not longer. There's a lot of good Commodore programs out there."

At this point I ask him if Llamasoft would ever expand into something larger than a family run business. Perhaps hiring extra programmers and directly competing with the large companies.

"Er, I dunno, that goes too far towards becoming another company, doesn't it. The way I work, I go for long periods not making any money at all, when I'm working on a long project. I haven't made any money for about the last year, working on the lightsynth. It takes a pretty special type of programmer to put up with that sort of thing. Basically it would have to be, you know, we'll pay you FAIRLY when we get some money in, you'll get your share, but then, when you're working, quite often there isn't any money around."

"I would like to set up a bunch of programmers like that ONE DAY, but it's a question of finding the right programmers with the right



attitude, AND I would need a bit more money than I've got at the moment 'cause there would need to be some sort of security for them, they'd have their mortgages as well.

"Basically, at the moment, the reason we don't employ anybody else is that we're not sort of set up for it. We're not cut out for it, besides, I don't have to start releasing stuff that weren't my games. We've never ever released a game that hasn't been mine."

SALAMANDER

I then asked if he programmed the Dragon or Oric conversions of Laserzone and Gridrunner for Salamander Software back in the early 80s.

"No, that was Salamander Software. They were a nice bunch of guys (but were reasonably short-lived) who, back when Gridrunner and that was successful, wanted to take it onto the Spectrum and the Dragon. We licensed 'em to do that. Some were quite good, I remember seeing the Spectrum version of Matrix which was quite impressive, considering it was done on a Spectrum and not on a Commodore.

I then asked for more information about the scroll-bug mentioned earlier. This was going to be a boon for games programmers.

"Yeah, I'm not totally familiar with the technique yet, but apparently you only have to screen shift about every forty characters or something like that. It'll give you plenty of time to prepare for it.

"It's done by horizontally offsetting the screen, horizontally offsetting the position where it starts to read screen data, it's like you can roll the whole screen around. I haven't really sat down and tinkered with it myself, I only saw it briefly when Tony Crowther was visiting me. I'll have to find out more about it, he's got all the details.

"I didn't think of it before but have you got any Compunet demos knocking around, there might be some on there, 'cause that's where most of the new techniques are put there for the first time.

With that, I thanked him for the interview.

"Oh well, I've gotta go into the loo."

Thanks a lot for your time. Goodbye.

"I haven't much left! See you then."

END OF INTERVIEW

The interview, held in 1988 contains some predictions for the future of gaming. Of those some have been realised. The bitmap sprites with scaling in Jeff's imaginary super-game are present in the PC game "Wing Commander" and the new breed of consoles like the Super NES have built-in sprite scaling hardware. The C64 scroll bug has been used in many games, including the "Fred's Back" series, "Stormlord" and of course, "Phobia", as well as many of the best PD demos. Jeff's vision of a Light synthesiser which reacts to sound input has been realised with the Atari Jaguar-CD, his latest sound-reactive light synthesiser is built directly into the CD unit's hardware and work with music CDs.

Although now involved in Atari Falcon and Jaguar projects and no longer programming the C64, Jeff Minter will continue to create games featuring that quirky and individual style so long attributed to his C64 and VIC20 productions.

An incomplete list of Minter games:

VIC 20:

Andes Attack, Gridrunner, Matrix, Hell Gate, Intergalactic Llamas Battle At The Edge Of Time, Laserzone

C16:

Voidrunner, Hell Gate, Psycadelia

C64:

Rox, Gridrunner, Matrix, Hell Gate, Laserzone, Hovver Bovver, Attack of the Mutant Camels, Revenge of the Mutant Camels, Revenge 2, Mama Llama, Batalyx, Iridis Alpha, Voidrunner, Psycadelia, Colorspace

To further confuse our American readers, there are two different Minter games withe same name of "Attack of the Mutant Camels". Llamasoft's U.S. distributor, Human Engineered Software (HES), renamed the C64 game "Matrix" to "Attack of the Mutant Camels". The original British sequel to "matrix" was "Attack of the Mutant Camels" which was probably renamed to "AMC 2" for the American market. Why? I dunno. HES even spelt his name wrong in the magazine ads.

Surfing the Nets

As the title of this communications column is "Surfing the Nets" I thought maybe we should do a bit of that and grab out some of the more helpful comments left in the 64 TALK, CBM, CBM-128 and CBM-GEOS echo's carried on C= support BBS's

Brisbane:
Pinnacle BBS (07) 341 9560

Sydney:
WOW BBS (02) 628 8888
Space Station BBS (047) 742 252

Melbourne:
GeoZ BBS (03) 9803 6498
Talisman BBS (059) 444 061

Adelaide:
Fishbowl BBS (08) 277 1361

Wed 10 May 95
By: Errol Smith
To: Brad Dowling
Re: RGB on C64

BD> I have one of the 'later' model C64's, and am wanting to use it with an RGB monitor. The problem is, I'm unsure if the C64 has an RGB output. It has an 8-pin din socket labelled video, which I'm hoping has RGB output, but I don't know the exact pinouts for the socket. The programmer's reference manual indicates that the C64 has a 5-pin socket with no apparent RGB output, but I assume it is referring to the older style C64.

To my knowledge, you can't I'm afraid! Unless your RGB monitor has a composite video input and/or separate chroma/luma inputs, then you can't use it. The c64 has no RGB output, although the c128 does for it's 80 column VDC chip.

All c64's have an 8 pin DIN socket for video, but only 5 of the pins are actually used. I think the newer 64c's have an extra active pin which is a composite output, as well as the chroma/luma outputs, but that still doesn't help you much.

BD> Anyway, if anyone could give me a list of the pinouts for the 8-pin socket it would be greatly appreciated.

Pin:	*Type:*
1	Luminance
2	Ground
3	Audio out
4	Video Out
5	Audio in

That's from the programmers reference guide. I'm unsure of the other pins, but I know none of them are an RGB out.

cya, Errol

* Origin: WOW BBS - Commodore Support, Sydney's West (3:713/888)

Sat 27 May 95
By: PAUL PRICE
To: ALAN MCEWEN
Re: BASSEM

re your message:

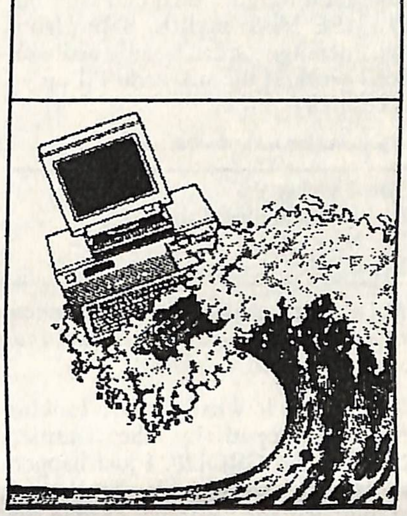
AM> Can anyone out there tell me which edition of Compute's Gazz program BASSEM was in??

BASSEM was published in two parts in Compute's Gazette of April and May 1990. I have both editions in my collection, but I haven't typed the prog into the computer, so I can't comment on how good it is. There are probably other Assemblers available on various BBS that would save you the trouble of typing it in

Cheers...Paul P

* Origin: GeoZ BBS - Geoworks in the South Pacific 03-9803-6498 (3:633/272)

Sat 20 May 95
By: Joey Coco
To: All
Re: New BBS Software.



Coming soon:
Interlink Multinode BBS Software for the Commodore 64 and 128 computer..
Brief Desc:
FidoNet Mail manager, and Front Door style.
Unlimited File Areas
Unlimited Message Bases
up to 65000 messages on system at 1 time
2 nodes with (1) Computer <May take a while to pull this off>
2 nodes on 2 commodores LANned <This was a piece of cake>
ANSI graphics on local end.
C64 40 column graphics.
Hard drive support
<more planned soon. Like Internet mail, and more>
System Requirements:
At least (2) 1541 floppies for System files
At least 512k of ram
Modem on serial port or SwiftLink

Mail me on any ideas, and if you think I should finish this.. I have most of the source from old programs I wrote.. And multitasking 2 lines on 1 machine is easy with ram. (Its getting a few serial ports on 1 machine I haven't tried yet. <Grin>)
- Joey Coco

* Origin: Computer Castle Multi-Line, (603)382-3471 (1:324/127)

Sat 27 May 95
By: Nirinth Lal
To: All
Re: Commodore BBS (NEW)

Gidday everyone.. Commodore Crazy BBS here in Brisbane is open with a couple of drives running, just waiting to save up for the HDD.. its open Mon-Sat 9pm-7am.. and the number is 07-287-5294.. some 64 files.. message areas (soon to grow).. don't expect much.. but till I get the HDD.. I cant do much apart from small files/mail and chat :-) , Running on C/Base3.0.. ENJOY!

Later,
Sabre

P.S>Ohh its a maximum of 2400Bps.. Sysop is me Sabre.. if ya cant get through. . then call later on. PLEASE leave mail to Sabre from the message areas as feedback don't work at the mo', and I'll up ya access =8)

* Origin: Pinnacle BBS (CNET Aussie HQ) (07-341-9560) (3:640/308)

Tue 23 May 95
By: Jack Vanderwhite
To: Mark Alley
Re: 4-drive desktop

MA> Does anyone know the name of the desktop used in GEOS that supports up to 4 drives?

TOPDESK is what you are looking for. Developed by the German GEOS User GROUP. I just happen to have the world-wide distribution rights to the English Language version of it.

$19.95 US and the disk includes both the 64 and 128 version.
Jack Vander White
P.O. Box 232115
Sacramento, CA 95823
U.S.A.

* Origin: CEE-64 ALIVE! SACRAMENTO, CA (916)395-9733 (1:203/999)

Mon 22 May 95
By: Jim Brain
To: All
Re: CBM Trivia #18

Commodore Trivia Edition #18 Questions Preface

You think you know a lot about Commodore computers, eh? Well, match your wits against these questions, prepared by Jim Brain. The questions are gleaned from numerous Commodore sources and other people.

I, Jim Brain, have researched the following question to the best of my ability. However, as I am human, mistakes do occur. I encourage others to double check my work, and point out errors. That is the primary purpose of this trivia: To seek out the truths about the Commodore line of computer systems.

I encourage people to ask for clarifications if needed.

I try to post the answers for the questions shortly after the monthly contest has ended. However, I usually wait a few days for any errors I may have made to be worked out before scoring the contest.

Commodore Trivia Edition #18 Questions (BEGIN)

Q $110) What is the name of the company that recently purchased the liquidated Commodore assets?

Q $111) At one time, Commodore attempted to manufacture a dual drive version of the 1571 called the 1572. For what technical reason did it ultimately fail?

Q $112) Over what computer system did a User Group sue Commodore and win?

Q $113) In $103, the question asked how to create a graphic of a small box on the 1525. In this question, we have made a different design. If you wanted to create the following graphic using individual dots on the printer, what bytes would you send to the printer after turning on graphics mode?

```
**      * *
*       ***
*   **  ***
*   * * * *
 ** **  * *
    * *
    **
```

Q $114) (Some C65 questions) How many SID chips does the development Commodore 65 machine contain?

Q $115) What CPU does the Commodore 65 use?

Q $116) What is the alternate name for the Commodore 65?

Q $117) How many processors does the internal 1581-compatible drive on the C65 contain?

Q $118) In the tradition of naming certain ICs after famous cartoon characters, one of the ICs in the C65 is named after a Warner Brothers cartoon character. Which one?

Q $119) What version of BASIC is included on the Commodore 65 in C65 mode?

Q $11A) How many I/O ports does a Commodore 65 contain?

Q $11B) What common Commodore 64 I/O port does the C65 NOT have?

Q $11C) How many function keys are on a Commodore 65?

Q $11D) What CBM disk drive DOS was used as the template for the internal C65 drive DOS?

Q $11E) What resolution of text screen does the C65 power up in? (Please give answers in characters).

Q $11F) What distinguishing non-textual characteristic in the C65 is not present in other Commodore 8-bit computers?

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Jim Brain
brain@mail.msen.com
602 North Lemen
Fenton, MI 48430
(810) 737-7300 x8528

Some are easy, some are hard, try your hand at:
Commodore Trivia Edition #18 Questions (END)

* Origin: Tonys Corner BBS (810)754-1131 (1:120/13)

Wed 24 May 95
By: James Mccoy
To: All
Re: Wanted: Crossword puzzle

Looking for software to make and print out crossword puzzles and word search puzzles on my Commodore 128. I have some great stuff now (from Loadstar) but it will not save to disk.

James McCoy
President
Kokomo Commodore Computer Club
Kokomo, Indiana, USA

* Origin: Sudden Impact * Kokomo,IN * 317-457-5957 (1:235/34)

Fri 26 May 95
By: CHRIS TUCKER
To: JIM BRAIN
Re: TCP/IP Project

On 22 May'95, Jim Brain said to Brian Stefanish about Internet and

UNIX.

JB> If we ever get TCP/IP going. You can run a WWW browser in one window while chatting on IRC in another.

So, how goes the work on this project? It would be amazingly cool to have a SLIP/PPP connection on my 128, if for no other reason than to tweak the noses of the big boys with their Pentiums and PowerMacs.

One thought I had kicking around (and I release this to the public domain) would be to use a cheap DOS box with a 28.8 installed that's actually running the SLIP/PPP connection and, via 64net, sending all the data to the 64 or 128. That is, one uses the 128 or 64 as a smart terminal while the DOS box is acting as a "server". One could FTP files to the DOS box hard drive and then transfer them to whatever storage device is hung on the 128 or 64.

What do you think, sirs?

* Origin: ILLUSION BBS * Rutland, VT * [802] 773-8511 (1:325/405)

Sun 28 May 95
By: Ed Paulsen
To: Jim Caldwell
Re: Us Robotics 14.4 Modem

JC> I now have an External Us Robotics 14.4 Modem that I will be using when I get my SwiftLink cartridge. Since they don't concentrate on NON-IBM systems any longer in these manuals very much, I was wondering if anyone can suggest settings for the DIP switch's in the back and any Command Strings that might work BEST with Desterm

-snip-

I have an External USR Sportster 14.4 FAX/Modem which I use with a SwiftLink on the 128. To run the USR Sportster right out of the box I use the following in the Desterm 2.0 Init String:

```
ATZ^m---AT &H2 &I2 &R1 &K3
S2=64 S7=40^m
DIP switch positions:
1,2,4,6,7 = UP
3,5,8 = DOWN
```

DIP switch positions shown above are as set when you get the modem and work just fine. DIP 4 is a gimme depending on whether you want Local Echo ON or suppressed - depends on whether you have Desterm Local Echo On or OFF.

In regard to the init string: &K3 can be &K1 depending on whether you want compression auto enabled; S2=64 changes the ASCII "+" to "@" (When you are on some BBSes and need to get into the modem command state some boards object to you hitting "+++" and will lock up or drop carrier on you. So changing the command character to "@" and sending "@@@" gets around that problem [this hint originally by Ismael Cordeiro]); S7=40 is my own dial time which is 40 seconds and can be different for you depending on your connect time on the boards you call. 40 seconds works just fine for me.

In regard to the "@" character and entering command state to UPLOAD on some BBSes: Some boards object to the software flow control as used in Desterm and on uploading you will only be able to send one block of data before you lock up. To get around this you disable the flow control via the modem. When online and ready to upload hit "@@@" to enter the modem command state and then type "AT&I0O" (last two are ZERO and alphabet "OH" - the "o" commands the modem to go back to online state once it has received the &I0 command).

Then do your upload. Then to re-enable the modem flow control (XON/XOFF signals to the modem) you hit the "@@@" again and then after it says OK you enter "AT&I2O" (the O is an "Oh").

Remarks: The above init string works just fine and no garbage characters appear, etc. Ismael Cordeiro also uses the above init string and I originally obtained it from him (with modification to the dial time).. anyway, it works just fine on both of my USR 14.4 FAX/Modems - one purchased spring of '94 and the other spring of '95.

Hope this helps you.. and in regard to Novaterm 9.5 it should work with it also.

* Origin: Com-Dat BBS - Hillsboro, OR. HST DS (1:105/314.0)

Sat 27 May 95
By: Scott Eggleston
To: Chris Ross
Re: CMD HD

CR> Well don't YOU feel that 2-3 dollars a meg is a little high, considering that current going price is about 50 cents a meg? That is for a 16-32 bit computer rather than a 12 year old 8-bit. I can't see spending 400 on a 40 meg drive. Buffer that.

I usually stay out of discussions such as this but what the hey...

It's been said before that people invest in hobbies. It doesn't matter what it might be, people will spend money on it because they want to, because it's something that brings them happiness, because it's fun.

Webster defines the word "hobby" as:

"an activity engaged in primarily for pleasure: pastime"

Surprisingly, the dictionary goes on to give a brief history of the meaning of the word:

"HOBBY is a shortened form of HOBBYHORSE which orig. denoted a small horse. HOBBYHORSE developed other senses denoting representations of horses, such as a toy horse for children to ride. It is this last sense that led to the development of the modern meaning of the word HOBBY. A person with a hobby was thought to pursue a favourite pastime of obsession with the single-minded zeal of a child riding a hobbyhorse."

It's no mystery to any Commodore user that these 8-bits are no longer cutting edge technology. It is a mystery to many who don't use Commodores that they can still be quite useful, along with their various peripherals.

Some people can't seen spending $299 for a 20 meg hard drive. Others can't understand why someone would restore a VW Beetle. It costs money, and it's unlikely you could turn around and sell it for a profit (considering time and money invested).

But that's not the point. The point is, like the owner of a VW, a record player, or a vintage radio, Commodore owners like their machines. They're fun, productive, and rewarding. Sure, it costs more for a hard drive, but if it makes you happy (and I can't wait to get mine), so what?

* Origin: (1:212/3006)

Commodore Network Merchandising

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